1 2 3 4 5	ORIGINAL	NATIONAL INDIAN GAMING COMMISSION CLASS II CONSULTATION Tacoma Sheraton Hotel Executive Board Room 1320 Broadway Plaza Tacoma, Washington July 25, 2006
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8		CLASS II CONSULTATIONS WITH
9		NISQUALLY INDIAN TRIBE SNOQUALMIE INDIAN TRIBE
10		SPOKANE TRIBE OF INDIANS YAKIMA NATION
11		SPOKANE TRIBE OF INDIANS SHOSHONE BANNOCK INDIAN TRIBES
12	PORT	GAMBLE S'KLALLAM TRIBAL GAMING AGENCY NEZ PERCE TRIBE
13	CONFEDER	ATED TRIBES OF THE COLVILLE RESERVATION NOOKSACK INDIAN TRIBE
14		SKOKOMISH INDIAN TRIBE QUINAULT INDIAN NATION
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MR. HOGEN: Welcome to this government-togovernment consultation, here in Tacoma, on July 25th, 2006.
We are meeting pursuant to regulations, proposed
regulations, that NIGC published in the Federal Register on
the 25th of May, relating to the definitions that are used
and some proposed classification standards that relate to
how you define or distinguish Class-II equipment from
Class-III. Class II, of course, requires no Tribal/State
compact, and Class III requires a Tribal/State compact.

Here on behalf of NIGC today are myself, Phil Hogen, chairman of the National Indian Gaming Commission; and Commissioner Choney. Chuck Choney is the associate member of the Commission.

And down at the end is Randy Sitton, who is our regional director form the Portland office. John Hay is from the General Counsel's office, and so is Michael Gross. And our acting general counsel is Penny Coleman here.

And we've got Alan Phillips from our Sacramento office, who is assisting us with these standards. And Natalie Hemlock is an assistant to the Commission from our D.C. cffice.

So would you please introduce yourselves and tell us where you fit in with the tribe and gaming, and then we'd very much like to hear your thoughts or comments on our proposals.

MS. SLAPE: Sure. Dovey Slape. I'm the secretary for the gaming commission at Nisqually Red Wing Casino.

MS. IYALL: Cynthia Iyall, chairman from Nisqually Tribe.

MR. HOGEN: Okay. What would you like to tell us about our proposed regulations, or what are questions you might have?

MS. SLAPE: Well, actually, our tribal attorney had sent a letter with our comments in June, and so just want to kind of go back over that; and that is that we don't -- first off, don't believe that this is a consultation --we are to give our comments on this--and that we think that the time line concerning the regulations is inadequate, because you don't have enough time to sit down with your attorneys and review everything that you need, and the standards have not been published yet. The technical and classification standards should be reviewed in order for tribes to determine what the entire package is.

We also believe that there should be public hearings to address the full issues, and that there should be a better consultation process to develop needs.

MR. HOGEN: How do you think that might be improved?

MS. SLAPE: I believe that, you know, when you're getting ready for public hearings, that the public hearings

be held in gaming states, where, of course, this is going to affect tribal gaming, large and small. You know, because I had heard that there was going to be a meeting in Denver.

There's no gaming in Denver, so of course that was canceled.

So I think that better government-to-government hearings should be established as far as with each state and have input from that state, from all the tribes in that state, like you're doing here.

MR. HOGEN: So your complaint is not about the consultation we're having with the Washington tribes, but the entire tribes?

MS. SLAPE: Right. The entire thing, because of the fact of how this regulation is going to affect the tribes monetarily, you know, and the services that are given to tribal members, young and old, and how it's going to affect the community or what's surrounding each tribe.

MR. HOGEN: Yeah. We are really concerned about that, and we're concerned that if tribes engage in illegal gaming -- that is, conducting Class-III gaming without a compact -- it puts the entire gaming operation at risk of closure, and, of course, that would be devastating to every tribe.

MS. SLAPE: But how many tribes actually do that?

MR. HOGEN: We're concerned there are quite a few.

MS. SLAPE: Well, I know that, with the State of

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Washington, all of these tribes have worked very hard to develop a compact and work with the State. We abide by our State compact, our federal regulations, and our tribal regulations, and we also believe that what this reg is doing would further regulate something that's already overregulated. And tribes don't need that right now. There's enough on their plates as it is.

And we also believe that, as far as the -- is that me (cell phones ringing)?

MS. IYALL: No.

MS. SLAPE: That the certification of the machines would just serve to bind the hands of tribal gaming more than they already are. And as it is, that could take -- you know, the NIGC is the sole people that will certify the machines, certify the labs, and certify the gaming. And then, if you have a complaint, then you have to go to NIGC. That's giving too much power to just one commission, and so we more or less object to that too.

And like I said, the economic impact, I think -- as far as the Class II, that helps tribes in our area to get started. And let me -- and we just, you know, think that this would be just too overregulated for any growth to cccur. And for one commission, one agency, to have that type of control is more hand-tying, and it's not good for any reservation.

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MR. HOGEN: The Indian Gaming Regulatory Act directed the National Indian Gaming Commission to promulgate standards. What do you think that meant? What was intended by that?

MS. SLAPE: I think that, as far as each tribe, to create their own standards of regulations for watching over their gaming. To protect their assets is, of course, a primary issue for every tribe. And that it's a tribal thing, and that they do abide by the federal and the state regulations, and this one more regulation is not in the best interest of any tribe.

MR. CHONEY: I've got a comment on that. It would be kind of nice if they did, but the tribes don't.

MS! SLAPE: What tribe?

MR. CHONEY: Well, I could go on and on, not only in the State of Washington, but Oklahoma, California, New York. I could spend the rest of the morning talking about that. I've been on the Commission for three and a half years now, and I was surprised at the problems the tribes are having. It all boils down to they're not doing their job. Their gaming commissions, their regulators, are not doing the job. It's too political.

And if the tribes would let the gaming commissioners do their job, it would alleviate a lot of their problems, but they don't. Therefore, that's why we're mandated by

Congress to oversee not the tribes, but the regulators; make sure that the regulators are doing their job.

MS. SLAPE: Mm-hm. Well, you know, I don't think that lumping all tribes -- and I'm not saying that we're innocent of politics. I mean, there's nobody that isn't influenced by somebody's politics. I mean, you guys, the Department of Justice may say you need to do this or you need to do that; where we, at Nisqually, do our best to separate from tribal council and gaming commission and make sure that our gaming commission is up-front, and make sure our casinos are --

MR. CHONEY: There are a lot of tribes out there who have outstanding regulators, and you look at their operations, they're professionally run. They're abiding by the rules, and we wish everyone would be like that. But unfortunately, they're not.

MS IYALL: Do you have any numbers showing what those are, what percentage-wise -- which half are doing well? Because I'm wondering what really instigated all this. I meam, is it that huge? Because I feel that, at Nisqually, we do an excellent job, and we have fantastic gaming commissioners who have been long-term. How long have you been on the gaming commission?

MS. SLAPE: Six years.

MS IYALL: A long time.

MR. CHONEY: Well, there are some instances where, I mean, we're just flabbergasted that such things like this happen. Like, you know, whenever they have a change in the tribal government, they come in there, and they come in and wipe out the whole commission and bring in their own people. I mean, they ask some quality, experienced people to leave, because they're not their supporters, and that happens time and time again.

And percentage-wise, the numbers I like to use are dollars. And in 2002, when we came on board, the annual gross revenue for Native American gaming was \$12.7 billion; and we recently released the 2005 figures, and it was 22.6. So almost a 10-billion leap. So obviously, someone is doing something right.

But there again, as I mentioned earlier, not everybody does. So there has to be that regulation in there. That's what we're trying to achieve by doing this, at least, Class-II standards. We're trying to help the tribes. We're definitely not trying to hurt them.

MS. SLAPE: Have you done a study on the economic impact of this?

MR. CHONEY: No, we haven't.

MS. SLAPE: Well, what about the publishing?

There was a technical and classification standards. Why is one finalized without the findings of the other one?

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MR. HOGEN: Well, I -- I think what you're addressing is the package that we've been working on for about three years now.

> MS. SLAPE: Right.

MR. HOGEN: That was the classification standards, accompanied by some technical standards. We published five drafts, each one a revision of the former, on our Web site, so they've been out there for more than a year now. accompanying the classification standards were a set of technical standards, and we needed two drafts of those, two versions of those.

When we decided we could not wait any longer to get this process rolling or official and put those proposals in the Federal Register, we decided that the technical standards-which are just that, very technical -- had gotten a little obsolete. There were some technological developments that needed to be addressed. And so we have revised those, and they will be published momentarily.

And hopefully, eventually, this fall sometime, we'll be able to receive comments on all of those and adopt the package, both the technical standards and the classification But in terms of how those standards that will be standards. published very soon will differ from those that have been on our Web site and published for more than a year, there will be really mihor differences. So it's not as though we were

keeping all of it secret. We're trying to get a modern, effective product and tweak it so changes wouldn't be immediately necessary after they were done.

MS. SLAPE: Well, then, how do you view the issue of certifying labs and certifying games and the time that that will take, from tribal casinos? I mean, if you're so backed up right now -- you, NIGC, is so backed up right now, and yet, before a game can be put on a casino floor, the lab has to be certified, the game has to be certified, and that could take, what, 36 months? And the economic impact for each tribe, big or small, is going to be devastating.

MR. HOGEN: I've not heard that 36 months.

MS. SLAPE: I may be just making that up.

(Laughter.)

MR. HOGEN: Yeah. Well, we will very promptly, if and when we finalize these regulations, consider all laboratories that ask to be certified and --

MS SLAPE: But they have to be asked to be certified?

MR. HOGEN: Well, yes. We don't want to be accused of showing favoritism to one lab over another. They would need to come to us.

MS. SLAPE: But before the games are released to be put on the casino floor, they have to be certified by NIGC.

MR. HOGEN: That's right. We will finalize these standards. Then we'll say: "This is what a Class-II device must meet."

MS. SLAPE: Will there be public hearings on that before the finalization?

MR. HOGEN: We may have a public hearing. Very likely, we'll have a public hearing.

MS. SLAPE: And will there be sufficient time for each tribe to be able to gather information and their opinion to be able to attend these?

MR. HOGEN: Well, yeah. That -- that --

MS. SLAPE: I mean --

MR. HOGEN: We will publish notice and, you know, I think they will be in a place where tribes routinely travel to intergovernmental relationships. And I don't think anybody will not be given enough notice to make arrangements to attend.

But once the rules are finalized, the labs are certified, then NIGC kind of gets out of the loop. That is, the laboratories will certify whether the devices qualify or not, and then they need to furnish that report to the NIGC.

Under the current proposal, NIGC could object. But assuming there is no objection, the games could be utilized. And I think the time frame that we have, six months, to adopt this, with the possibility of requesting some

additional time, that would be adequate to permit that. 1 2 Okay. So what I was led to believe MS. SLAPE: 3 would be, okay, that would be six months for the finalization. Is that what you just said? 4 5 MR. HOGEN: Well, no. Or six months for the comment? 6 MS. SLAPE: 7 MR. HOGEN: Once we finalize the regulations, I think they would become effective 30 days after they're 8 9 published in the Federal Register. Then the clock would 10 start running. Tribes would have six months to get 11 certified the equipment they were going to use to do Class-12 II gaming. 13 MS. SLAPE: So if they can't get that certified 14 within the six months, then they can ask for an extension? 15 MR. HOGEN: That's possible. 16 MS. COLEMAN: Yes. 17 MS. SLAPE: So that could take up to a year to get 18 new games on the floor? Is that what I'm understanding? 19 MR. HOGEN: Well, if the tribe couldn't accomplish 20 it in six months -- and I don't know why they couldn't, but 21 if they needed -- they could request additional time to come 22 into compliance. 23 MS. SLAPE: So that could take a year, a year away 24 from the tribe, of getting a new game on the floor. 25 MR. HOGEN: Well, we assume the tribes have games

on the floor now, or will.

M\$. SLAPE: So that wouldn't impact -- the games that are on the floor would not have to be recertified or certified by NIGC?

MR. HOGEN: If they've not yet been certified, they would have been to be certified, and that's what this time frame is for.

MS. SLAPE: So you're looking at six months to certify the games that are existing in casinos, and then another six months to certify new games?

MR. HOGEN: Well, it wouldn't necessarily be another one. That could be the same period of time.

What am I not understanding here? MR. HOGEN: Let's say you've got a game called "Bells and Whistles" on your floor the day these go into

effect.

MS. SLAPE: Right.

MS. SLAPE:

MR. HOGEN: You would need to--

MS. SLAPE: Have that certified.

MR. HOGEN: -- take it and certify it. And let's assume, that same day, you decide you want to put the new game Whiplash on your floor and play Class II. You could send -- and vour manufacturer could send both of those to the lab that first day. And then it would be a six-month period of time to certify the older game, and as soon as

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either one of them are certified, they would --1 2 MS. SLAPE: Bring them back. 3 MR. HOGEN: -- you could play them both. MS. COLEMAN: Plus, if other tribes are having 4 5 games certified, you can rely on that certification too. MS. SLAPE: So if we had something certified prior 6 7 to, say, Lucky Eagle had something certified, they could 8 piggyback on our certification? 9 MS. COLEMAN: Right. And you could --10 MS. SLAPE: Or we could piggyback on Emerald 11 Oueen's certification? 12 MS: COLEMAN: Or if someone in Oklahoma City --13 MS. SLAPE: I didn't see that anywhere, saying 14 that that could happen. The way that I interpreted that is 15 that it's going to take six months for the old games, six 16 months for the new games, and you could be out of the water 17 for a year. 18 MR. HOGEN: I don't think -- that's certainly not 19 what's intended. 20 MS SLAPE: So wouldn't the better explanation of 21 how that's $g\phi$ ing to happen need to be put in there so that 22 rot everybody is going to misinterpret that the way I have? 23 HOGEN: That's one of the things that these 24 consultation\$ are already helpful for. They point out 25 places we've not done an adequate job to explain what we

1 intended. So we'll try to clarify that.

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MS. SLAPE: Because that, right there, would be -and that's, you know, a year with no certain amount of
machines. If you go through your casino and say, "Okay,
we're going to take this amount of machines and have to have
them certified," so that section would have to be closed
down until they're done being certified, correct?

MS. COLEMAN: No.

MS. SLAPE: Is that what we would have to do?

MS. COLEMAN: No. It's set up so that, for the first six months, you're just going ahead and you're playing those games while you're getting them certified. The idea is to give you some transition time while you --

MS. SLAPE: See, that would need to be in there also, because the way I understood you to say is that they would have to be removed and sent back to the lab to get certified and then brought back. So I'm interpreting that as we're out of the water.

MR. HOGEN: No. And it may be the definition of terms here. When we say a game is certified, not each machine on the floor has to go to the lab.

MS. SLAPE: Right. But if you have, like, Fairy Tales and you have Shark Tails, or whatever, and you have to have your Fairy Tales out and it's going to take six months and you have -- you only need one machine gone? Or is that

in the lab? Where is that at? See, that's where --

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That is, let's say IGT is the manufacturer, and they come up

It works like other games work now.

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MR. HOGEN:

with Shark Tails, Model 101.6, and they send that to IGT --

or to GLI, Gaming Laboratories International, and they say,

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"Test this game." Right now, they do that, and they test it

will really do what the instructions say.

so that the person that's buying it knows that that machine

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MS. SLAPE: Right.

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MR. HOGEN: Does it have a random-number generator

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MS. SLAPE: Right.

that's really random, and so forth.

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Well, in addition to doing that, GLI MR. HOGEN: will also say: "Does this comply with these new NIGC regulations?" You might send that to them on January 1st, but they might send it back to you on January 28th, saying, "We've tested it. It does. You're good to go," and you've beat the deadline by five months.

SLAPE: But if the lab that -- if that particular company is already backed up, because maybe they serve more than just the State of Washington, and so then they can't get that particular game certified within the six months, then we'd need an extension.

MR. HOGEN: That would be possible, and we would try to take a realistic look at how that was working.

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MS. SLAPE: And how backed up that company might

be?

MR. HOGEN: We can't just assume the marketplace won't meet the demand. We assume that it does.

MR. CHONEY: The only distinction, it's going to be a case-by-case, tribe-by-tribe basis. And there's going to have to be extenuating circumstances. We're going to make sure the tribes aren't trying to play the time game, that they waited till the last minute. You're going to have to show us good faith, that, you know: "We submitted these. The lab, they're the ones that are backed up." Then we would take that into consideration on the extension.

MS. SLAPE: Well, I would hope that no tribe would play that waiting game, because that means their financials are going to just go down the tubes. So I can't see that as a -- well, in our area, in our state, I don't see that as something that would happen.

MR. CHONEY: I don't see that happening either, but, you know --

MS. SLAPE: But from what I'm able to understand from manufacturers is, if they have new games coming out, they have to go back and certify these old games. They could end up being backed up for the year, six months longer. So, you know, the impact, financially, on casinos is just going to be devastating, in my opinion.

MR. HOGEN: Yeah. It wouldn't be nearly as devastating as if the tribe chose to play an illegal game where they've got their facility closing.

MS. SLAPE: But the way I'm interpreting what you're saying is: Every game in that casino is going to be illegal.

MR. HOGEN: No. If they have a compact and they're playing Class-III games --

MS. SLAPE: But until it's certified -- isn't that what you're saying? Until that game is certified, it is illegal.

MR. HOGEN: Well, not if -- we're talking about Class-II games as opposed to Class III.

MS. SLAPE: If the definitions-- you yourself said that you needed better explanation of the different definitions.

MS. COLEMAN: But the regulations, the certification requirement, only applies to your games that are Class II. Your games that are being played under a compact are not subject to these regulations. So the ones that you have compacted, you don't need to worry about. You use the compact regulations. But your Class-II games -- how many Class-II games do you have?

MS SLAPE: I don't know. I don't keep track of that. I'm just saying that, you know, Class II is very

important to each individual tribe, because that's the building block.

MS. COLEMAN: But is it important to your tribe?

MS. SLAPE: Yeah. I mean it's important to all

tribes, economically and growth-wise; that these things -you know, you're saying right now -- okay, we have our

compact, and we are under that regulation, and we follow our

state regulations. But then he wants to come in and say:

"Okay, you have to have all these machines certified before
you can play them." And then, in my interpretation, that

means that every game in the casino is illegal.

MS. COLEMAN: No. That's not the correct interpretation. The interpretation is--

MS SLAPE: It gets back to definition.

MR. COLEMAN: --identify your Class-II games. So you need to know how many Class-II games you have in your facility, and those are the ones that you need to be looking at. Those are the ones that you need to make sure are, in fact, Class II, because those are the ones that, if they're not Class II and they're not being played pursuant to the compact, the tribe is at risk for having those closed down. That's the problem we're trying to fix, is to assure that your Class-II games are, in fact, Class II.

MS. SLAPE: Okay. Well, in the State of Washington, do you know exactly how many tribes are not --

are -- like you said earlier, that have problems with the political conflict? Because I think that some of these other numbers need to be released also instead of lumping us all together in one little reservation pot here and say:

"Okay, well, let's see who bubbles out."

MR. CHONEY: Well, we have tossed that around over the last couple of years: Shall we release, not the tribes' names, but the actual numbers?

MS. SLAPE: For each state.

MR. CHONEY: We have elected not to because, as you know, there are a lot of critics of the American gaming; not only in the media, but in Congress and in the state governments. If we released the true numbers on the mixed violations and the other violations, we would be spending all of our time standing in front of Congress explaining how come there's so many problems. Mind you, we're not covering it up, but we certainly don't want to wave a red flag that there are some problems out there.

MS. IYALL: Is there any way to -- rather than releasing that kind of information and making that public, is there any way to do it within the -- within just the tribe, maybe to stagger tribes that have those violations as opposed --

MR. CHONEY: Oh, yeah. We go directly to the tribes. As soon as our field investigators find a problem,

we try to correct it. And there are a lot of corrections made, you know, before they leave the property. But then again, there are a lot of problems that aren't corrected, which causes us to take, you know, enforcement action. But that's as a last resort.

MS. IYALL: I think -- let's be clear. Our bottom line is that we're against doing this, and we don't feel that we've been in violation of anything, and it's just not going to behoove us in any way whatsoever. So we would rather be on the end of that where we're rewarded for having followed the regulations and having been good performers and working well with the other governments to do what we need to do. So we would rather be in a situation where we feel a little bit more rewarded rather than--

MS. SLAPE: Penalized.

MS. IYALL: --penalized.

MR. HOGEN: Well, we would like to reward those who, like you, are doing a good job. The problem that we have is there is not the regulation. That is, there is a statement in the Indian Gaming Regulatory Act that says tribes can do Class-II gaming with technologic aids. And there's a statement in the Indian Gaming Regulatory Act that says, if you use an electronic facsimile of a game of chance, that is a Class-III game. And where you separate the two is not clear.

So tribes, like Nisqually, that are faced with "we need to invest in some equipment to do Class-II gaming," you want to be sure, when you do that, somebody isn't going to come along the next day and say, "You've got to get rid of those machines because they are electronic facsimiles."

So we're trying to draw a bright line to guide gaming manufacturers, tribes, regulators like us, tribal regulators so we'll all be on the same page. And when you go to the State to negotiate a compact, there won't be any doubt in your mind. And "if we don't get what we want in the compact, this is what we would be able to do with Class II without a compact."

And it's a tough job, because technology changes so rapidly. The minute we write one advisory opinion, it's obsolete, because something else has come along. So we're going to try to get to the right place.

We will study and be guided by the letter that you've written us. Hopefully, you can attend any public hearing that we do conduct. And we will be finalizing those decisions soon, and should you have other comments that you want to share with us, we're trying to gather them by the 23rd of August if we can.

MS. IYALL: Do we have any anticipated dates for those public hearings?

MR. HOGEN: I would expect it would be sometime in

September, but I don't know for sure.

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questions.

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And those will be published on the MS. SLAPE: NIGC Web site?

MR. HOGEN: Yes. We'll probably do that as well as a Federal Register notice.

MS. SLAPE: Okay. And the definitions, will those be clarified a little bit more prior to that, as far as, like I said, the facsimile of what is -- I mean, from what I read here on the bingo thing, you know, I remember bingo. As a kid, was: If you filled your card, you get a bingo. And then reading this, I'm like, what do they mean? MR. HOGEN: We've asked ourselves those same

MS. SLAPE: I think it was kind of beaten to death in this, as far as the definition goes.

MR. HOGEN: Yeah. It got much more complicated than we ever thought it would or could. But that was driven by the fact that manufacturers would come to us with a game that they called bingo, and it took them an hour to explain to us how what they were doing was bingo.

MS. SLAPE: Well, I had played a machine that had a bingo card, and it was like -- okay, you were on a time frame as to when to daub or when -- it said "daub now," and you push a button and you daubed. And it was just, you know, so simple. I couldn't see, after reading this, what

-- why it got so, I guess, out of hand as far as defining that it has to be this amount of the screen, and you have this amount of seconds to deal with it. And it was just way too confusing compared to -- I mean, not the game; reading this and then playing the game, I couldn't see what it was so --

MR. HOGEN: After studying IGRA and the legislative history and the court decisions that have been made, one of the things that came through to us was what, in part, distinguishes bingo, or Class II, is the players need to participate. There needs to be the player participating, not the machine playing the whole game.

So we thought: Well, they better have an opportunity to daub their card and, just like with paper bingo, the opportunity to sleep their bingo. If you're not paying attention, you don't deserve to win, and somebody else can beat you to the punch and win the bingo prize.

So we wanted to provide an interval there where that could occur. We're trying to get it right. We're getting a lot of good advice on this action.

Well, thank you much for consulting with us, and we will look at the letter you've sent us and --

MS. SLAPE: I have a copy if you need another one.

MR. HOGEN: That would be useful. We can put it in this package. Thank you.

APPEARANCES

For the Snoqualmie Indian Tribe P.O. Box 969 Snoqualmie, Washington 98065

Matthew Mattson, Tribal Administrator Lynn Claudon, Consultant

(The consultation with the Snoqualmie Indian Tribe began at 9:32 a.m.)

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MR. HOGEN: Good morning. I'm Phil Hogen, chairman of the National Indian Gaming Commission. We're here in Tacoma on the 25th of July, 2006, pursuant to proposed regulations and definition changes that the National Indian Gaming Commission published in the Federal Register, on May 25th, regarding the issue of distinguishing equipment you can use to play Class-II, uncompacted games and Class-III games that require compacts. Commissioner Chuck Choney is here.

MR. CHONEY: Hello.

MR. HOGEN: We're the Commission these days. And we have our acting general counsel, Penny Coleman; and from her office, Michael Gross and John Hay. And we've got Alan Phillips, from our Sacramento office; Gary Peterson, from our Portland office, here, who are assisting us.

So would you please introduce yourselves and tell us how you are affiliated with the tribe and the gaming operations, and then we'd love to hear your comments regarding what we've proposed.

MR. MATTSON: My name is Matthew Mattson. I'm the tribal administrator for the Snoqualmie Indian Tribe. We do not currently have an operational gaming establishment, but I'm involved, as the tribe's lead staff person, in developing the casino at Snoqualmie.

MS. CLAUDON: My name is Lynn Claudon. I'm a

public-affairs consultant and land-use consultant to the Snoqualmie Tribe.

MR. MATTSON: Well, you know, I guess our comments -- we're still trying to get our arms around, a little bit, what the regulations mean and entail and how they affect play and the speed of play and how those definitions impact those issues that are, you know, critical to the performance and -- you know, the economic performance of those units.

We're concerned that, you know, this isn't a formal consultation. I'm sure you've heard that from other tribes that have come before you. You know, as we've all talked about this, it seems like a more informal -- it's not a public consultation, per se, and I'm just curious why that is and why --

MR. GROSS: I'm sorry. I apologize for being rude and interrupting. Why is this not a formal consultation? I generally fail to understand that. The Commission has travelled across the country to be here and has issued invitations to any and all tribal leadership that wants to come. What more is required for a formal consultation?

MR MATTSON: Well, I mean, this -- you know, my experience with these consultations in the past is that these meetings have been just specifically to talk to tribes and for the tribes to talk to the Commission about issues that are specific to the tribe; whereas, you know, this sort

of consult- -- I mean this sort of comment on broad regulations seems like it should be a more public, formalized process instead of meeting with us individually behind closed doors, I guess, would be my view of consultation.

MR. GROSS: It doesn't seem like there's anything informal about this meeting. Everything said is being recorded by the court reporter. That record will be made public, along with all of the other transcripts being made. There's nothing secret about it.

When we go to public meetings, we're also told that these are not consultations because tribal leadership does not have the opportunity to be there. The Commission has gone out of its way to provide every tribe with the opportunity for its leadership to be present.

Now that the Commission is here and the tribal leadership is present, we're told that that isn't consultation either.

I'm left a little bit confused about what the proper form of consultation might be.

We've had a number of requests for a public hearing. The Commission is very seriously considering those, all right?

And every tribe that has asked for that has received that very same answer from the chairman.

MR. MATTSON: Well, I mean, I guess, you know, part of it, I guess, from our perspective -- and maybe this

is not -- you know, maybe this is the new NIGC. Maybe you guys are moving faster and becoming more nimble. It seems like this came together rather quickly.

And as I said, my experience with these meetings -- I've been to, I guess, four of these in the past four years -- that this has more been an opportunity for us -- every year at this trade show, we sit down with the Commission, and we talk about issues that are specific to us, as opposed to confining our discussion to a, you know, Class-II regulation that was, you know, proposed back in May that seems to have morphed over the summer.

And, you know, now, here we are, a few months later, and this is all that we're talking about. I mean, that's just not been my experience, and this is the first time -- again, this is my fourth one, and we've got a court reporter here, sitting here, recording our conversation. And somehow, this is going to -- you know, I don't know. It's just a -- it's uncomfortable for me, and it's not the experience that I've had.

MR. HOGEN: Would you like to discontinue the consultation?

MR. MATTSON: No. I mean, I'm happy to be here to talk. I think, just lodging my comment up front is --

MR. CHONEY: At previous meetings, I do remember meeting with you, and we would ask you to come to us to

discuss any problems or any concerns that your tribe might have toward gaming.

However, at this meeting, what we're following is the administrative procedures and consultation policies, sent out letters, and we have a specific item to discuss, and that's the Class-II-standards revision. That's what we want to talk to you about. That's why we're going on record, because this is a public meeting. This is not a closed-door meeting.

We sent letters out to your tribal chair, and either your tribal chairman couldn't make it and, therefore, he sent his representative, which is you, to give us your tribe's concerns on this specific matter.

But if you don't want to talk about this matter, we have to go off the record, because, if you have some internal matters that you want to bring forth to us, you don't want other tribes to know about it, so then we have to go off the public record.

But we're here to talk about, at this meeting, that -we're leaving tonight. We're going to Ontario, California,
to meet with about 20 more tribes down there over a two-day
period. And then the week after that, we're going to
Oklahoma, and we're going to probably meet with about 30
tribes there, to discuss, specifically, this matter,
Class-II standards provisions. But the other, previous,

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consultations was any matter that you wanted to discuss.

MR. MATTSON: Okay.

MR. HOGEN: Now, are there specific questions, comments that you have regarding the proposed classification issue?

MR. MATTSON: Well, you know, as I understand it, there's an effort to try to, you know, categorize these machines based on, you know, a pool of existing players and how that works and kind of how, you know, to play and the delay of the time when you sort of make the -- basically, make the bet and when the outcome is revealed on the machine, and trying to categorize that.

I mean, you know, I'm a little confused about how the pool works and what you're trying to accomplish and why you're trying to effectively slow down the game. I don't -you know, from my perspective, you know, conceptually, if there is a pool, it doesn't make sense that there would have to be mandatory delays. It is what it is.

And if the tribes or the gaming manufacturers, under the regulations, are able to speed up that play, under the basic concept, it doesn't make sense to me why you would try to regulate or legislate the speed of that game.

So that would be a concern of mine. Because, you know, as tribes are becoming more sophisticated with the gaming industry, you know, it seems like this is a government

regulation that's trying to pull us back.

And in the marketplace, you should be rewarded for ingenuity. That's the way all markets work, in my opinion. So it doesn't make sense to me that the Commission is coming in here and trying to slow that down deliberately, just because the tribes have been successful in working with gaming companies to come up with devices that are successful and perform better. So that's my, sort of, general comment.

MR. HOGEN: Thank you. Let me just address that and tell you where I'm coming from anyway. The Indian Gaming Regulatory Act says tribes can do Class-II gaming, and they can use technologic aids to do that. And they have done it very creatively.

The Indian Gaming Regulatory Act also says if gaming is or becomes an electronic facsimile of a game of chance, then it's Class III and can only be played pursuant to a compact. And trying to find the line between those two is what we have been doing for a couple of years now, with the assistance of the Tribal Advisory Committee, by publishing our daft regulations on our Web site, conferring with the Department of Justice, to try to get their blessing so that they don't take an overaggressive approach with respect to enforcement of the Johnson Act as we do this. And it's difficult.

We have concluded, from studying the case law, the Indian

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Gaming Regulatory Act, the legislative history, that one of the things that characterizes this Class-II play is competition among other players—you can't just play against the machine—and that there needs to be some player participation. That is, it can't all be in the machine. It has to be the players playing.

And there are some devices currently being played in Class-II -- purportedly Class-II environments, where all the player does is touch the button once, and the machine does everything else. I feel that has become an electronic facsimile of a game of chance, and, therefore, we need to create an interval there so that the player can participate.

Maybe two seconds, as we now propose, to daub the card, isn't just right. We're getting some comments about that, and we're studying it. But there does need to be an opportunity for players to participate.

Those things will distinguish this player-participation game from an electronic facsimile of a game of chance. And we're trying to get to the right place, and if, as you give further thought to what we have proposed, you have suggestions or ideas how that might be accomplished yet not slow things down too much, we'd be very interested in hearing about that.

But you're absolutely right. Technology and tribal ingenuity has moved a long ways. But we're the ones who

have been tasked with writing federal standards that will try to keep things along the track that the Congress envisioned when they wrote the Federal Indian Gaming Regulatory Act. And having a tool with which to distinguish Class II from Class III is long overdue, and we're trying to get there by drafting these regulations.

MR. MATTSON: So when you say "player participation," do you mean that, somehow, in the mind of the player -- I mean, from the NIGC's perspective, somehow, in the mind of the player, they have to register what's on the screen and then do some other physical action that is a result of a mental process? So I play once, and then I play twice? Or, that's your conception of this?

MR. HOGEN: Yeah. Most of the games that fall into these categories are bingo-based, and IGRA said what bingo was. It says you have to have a card. It has to be a unique card. And then numbers are called, and you cover your numbers that might make up that winning pattern when those numbers are called. And so the player has to do something to participate in that process.

Now, if the machine does it all, it has become a facsimile. It's no longer a player-participation game. So to the extent that the player is conscious of what daubing his card means, yes, he has to be conscious of that.

MR. MATTSON: Okay. Well, I know a lot of people

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that go through life and are entirely unconscious, so I don't know what two seconds really does. But, you know, I guess that, you know, it comes down to this definition of what player participation is. I mean, already, here in the State of Washington, as I'm sure you're aware, we have sort of hybrid Class-III units. The negotiations with the State and the compact that resulted, we already have two-button play for our Class-III devices.

And, you know, I don't know if the feds are sort of trying to, you know, give the states more leverage against us. I think that's contrary to, sort of, the policy of tribal self-sufficiency. I think some more thought has to be given to this two-second issue and, really, what the level of player participation is that you're trying to sort of codify in these regulations.

Two seconds seems random. I'd be interested in what the -- I mean, besides just this general comment. I mean, what's the conceptual reasoning for two seconds? Is that sort of how long it takes the brain to process what's on the screen?

MR. HOGEN: I think it takes about that long for some brains to process. And I'm not particularly quick at the switch, so to speak, and so I rely on my own experience, in part, to try and get us to the right place.

MS. COLEMAN: Well, one of the things about the

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two seconds, too, is that a lot of the games that were being developed were three seconds for daubing, and that seemed to be about what we -- we who don't play it very often, felt comfortable at.

But the Advisory Committee is part of the consultation process. We had an advisory committee, and the Advisory Committee, who included a lot of people with a lot of experience in this area, convinced us that two seconds was the right amount of time as far as being able to react and to see what was going on.

MR. MATTSON: Okay. I guess I didn't see who was on the Tribal Advisory Committee.

MR. HOGEN: Yes, we had formed a Tribal Advisory

Committee a couple of years ago. We invited tribes to

nominate folks to serve on that, and we got some really good

nominations. We selected folks that were involved in the

operation and management, as well as tribal gaming

regulators, and met all over the country. I do not recall

how many meetings we had, but I think it's reflected in the

preamble to the proposed regulation.

MR. MATTSON: Okay. Can you tell me, a little bit, what the process is from here, from your perspective? Is that appropriate?

MR. HOGEN: We're going to consider the comments that we receive, both at the consultation sessions and the

written comments. We will publish, momentarily, the technical standards that were developed with the assistance of our advisory committee and receive comments with respect to those as well.

Very likely, we will be deciding to have a public hearing and announcing that sometime soon and receive further input then. We'll then look at all of this input that we've received; decide (a) do we want to go forward with these regulations, and (b), if so, what the final draft will look like, and then finalize them and publish them in the Federal Register.

Ideally, to get this project behind us, that would occur sometime this fall. And then, after publishing in the Federal Register, they would become effective 30 days thereafter.

That would start the clock running with respect to when tribes needed to comply with the regulations. There would be a six-month period of time for the tribes to certify, or have certified by gaming laboratories, devices that they're using for Class-II play as compliant with those regulations. If there was a problem in meeting that, there could be a request to extend that compliance period.

Thereafter, hopefully, all games that are being played as Class II would be games that have been certified as complying with these regulations. And as new devices come

along, tribes and the manufacturers would take them to the laboratories, get them certified as Class II, and then they could be placed on the floor.

MR. MATTSON: And you envision that the NIGC would be involved in that certification process, or would the states also be involved?

MR. HOGEN: No. The NIGC would certify gaming labs that wanted to participate in the process. Then the tribes and the manufacturers would go directly to the labs. We were concerned that if we were in the loop, there would be a possibility that we would become a bureaucratic bottleneck and slow up the process, and we don't want to do that.

Now, the certification report that the lab would generate after examining the devices would also be provided to the NIGC, and we'd have the opportunity to object if we disagreed that what was included as Class II wasn't Class II. There's a procedure outlined for that.

MR. MATTSON: Okay. Well, I guess that's all my comments.

MR. HOGEN: We appreciate you sharing them with us.

MR. MATTSON: Thank you. Thank you for waiting for us. Sorry about the confusion.

APPEARANCES

For the Spokane Tribe of Indians P.O. Box 100 Wellpinit, Washington 99040

Gerald Nicodemus, Tribal Council
Richard Garry, Tribal Council
Ron Samuels, Gaming Commission Director
Gladys Abrahamson, Gaming Commission Chair
Scott Wheat, In-house Attorney
Scott Crowell, Attorney
Judy Shapiro, Attorney
Bruce Tower, Paralegal
Mike Bielecki, Political Consultant

(The consultation with the Spokane Tribe of Indians began at 10:01 a.m.)

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MR. HOGEN: Welcome to this consultation session. I'm Phil Hogen, Chairman of the National Indian Gaming Commission. We're gathered here in Tacoma, on July 25th, to discuss proposals that the National Indian Gaming Commission made in the Federal Register, on May 25th, with respect to definitions and classification standards we have under consideration that relate to distinguishing equipment one can use to play uncompacted Class-II games as opposed to what would be used for compacted Class-III tribal gaming activities.

With us here today is Commissioner Chuck Choney. We are the Commission these days. And Natalie Hemlock, from our Washington office and assistant to the Commission, is here. John Hay is with the Office of the General Counsel. You know Randy Sitton, who is our regional director from Portland. Penny Coleman is our acting general counsel, and Michael Gross is an attorney from her office.

We have Gary Peterson from our Portland office, and Alan Phillips is from our Spokane (sic) office. They're here assisting us in this matter.

MR. PHILLIPS: I'm from Sacramento.

MR. HOGEN: So that having been said, would you please introduce yourselves to us and tell us how you're affiliated with the tribe and the gaming operation so our court reporter will know who it is that's speaking.

MR. CROWELL: I'm Scott Crowell, legal counsel to the Spokane Tribe.

MS. SHAPIRO: I'm Judy Shapiro, assistant to Scott Crowell.

MR. NICODEMUS: My name is Gerald Nicodemus. I'm on the Tribal Council of the Spokane Tribe.

MR. WHEAT: Scott Wheat. I'm an attorney with the office of the Spokane Tribal Attorney.

MR. GARRY: I'm Richard Garry, Tribal Council.

MR. TOWER: Bruce Tower. I work for the Crowell Law Office. I'm here today on behalf of the Spokane Tribe.

MR. BIELECKI: I'm Mike Bielecki. I'm a political consultant for the tribe.

MR. SAMUELS: Ron Samuels, Spokane Tribe, gaming commission director.

MR. NICODEMUS: First of all, I'd like to take this opportunity to thank the NIGC for allowing us to come in front of you and consult. We understand that's part of the regulations and everything.

To start off, I feel that, frankly, we are really disturbed by what we have read from the NIGC, the proposed standards. I guess, basically, what it looks like, to us anyway, is that you're trying to accomplish something that you can't win in court. You're trying to do it through other means, and that disturbs us.

I mean, we've always thought of the NIGC as being, you know, if not friends to the tribe, at least working with the tribes. And I just feel that — looking at what is proposed, is that we have gone away from that. And it looks more adversarial to both people, now that the NIGC is going to be actually, you know, affecting the Class-II games.

And that's one of the only leverages that the tribes have against the states. I mean, the Class II -- if you can't reach anything on the Class III, you go to Class II, and this appears to blur that line.

And I understand that you guys are -- you know, you're here to regulate tribal gaming, and we understand the importance of the NIGC, but we feel these have gone outside of the parameters of why you were established. And we just have a lot of concerns on it. Scott?

MR. CROWELL: Yes, Gerald hits on an important point, and it's one to where you're trying to look at how this particular action fits in with the larger scheme of things. And I know, to some of you, this may sound like a broken record, but it's an unresolved issue; and that is, the Class-III gaming is still the primary monetary force of the industry.

And tribes try to get compacts. In fact, later, we would like, outside of the context of the Class II, to talk a little bit more where we're at in the compacting process.

But with the Seminole decision, IGRA is broke, and tribes have lost a tremendous amount of leverage. We can't get the remedy that Congress intended. And I think that people quickly look to those and say, "It's successful. Look at all the compacts out there."

Well, I think next question back is: How many of those compacts have provisions in there that are overreaching by the state, and why were the states able to do that overreaching? And it's because of that unfair amount of leverage.

And I think you know that the Spokane Tribe has not been shy about the inequities of that; and, you know, you've issued PNOBs based on noncompacted gaming. The federal government brought an action seeking an injunction against us. The federal government brought an action seeking a Johnson-Act seizure against us. And, hopefully, we're now at the point of being close to resolving all of those issues through the form of a compact.

But, you know, the Ninth Circuit, I think, in the injunction action, was really clear on what the obligation was of the United States as you move forward. And Judge Kaczynski, in the oral argument, really hammered on the U.S. attorneys, saying: "Why are you even here? You should be working with the tribe to put the tribe in a position that Congress intended when it enacted it, and I'm going to

reverse the District Court's issuance of an injunction,
because enforcement action is not appropriate against
non-compacted gaming when the reason for a lack of a compact
is the State's refusal to consent to the negotiation/
mediation process in IGRA."

And it laid out a number of alternatives of what the federal government might do to try to restore that balance. And when you look at -- and the reason I'm talking about that in the context of these Class-II regulations is one of the few pieces of leverage that the tribes have is: "State, if you don't give us a compact, we'll still operate a gaming facility without you, with some economic liability, not as viable as Class-III gaming, but still viable."

And that became critically important when the Seminole court took out the tribe's ability to sue the states on bad faith. So when I look at these regulations, I -- I have to ask myself how -- well, the question that I ask back to you is: How do these regulations further the United States' obligation to try to restore the balance in IGRA that Congress intended?

MS. SHAPIRO: Let me supplement that. In the same context, I'm sure you're all aware the Seminole Tribe lost the ability to sue for a compact but had the nugatory right to seek procedures from the Secretary. Seven and a half years after those procedures were requested, they're still

not issued. The Seminole Tribe is facing loss in Florida, and the only thing that is keeping them afloat is Class-II gaming. And obviously, we're not representing the Seminole Tribe here, but as part of the overall context, if you can't get a compact and you can't get procedures, and Class-II gaming is no longer viable, there's really nothing for the tribe. And that three-way squeeze is really intolerable.

MR. HOGEN: Well, the federal government's, I guess, response, in part, from my perspective on the National Indian Gaming Commission, to this challenge -- it is a difficult challenge to tribes, since Seminole was decided, to try and clarify what the difference between those technologic aids with which tribes can play Class-II games are and electronic facsimiles of games of chance that are Class III and require a compact to play.

What would be the worst-case scenario, I think, for a tribe who found themselves in difficult straits, trying to negotiate a compact, is to push the envelope, put something on the gaming floor, purportedly as Class II, that crossed that line into an electronic facsimile, and, therefore, found their whole facility closed and the revenue stream stopped because they were playing uncompacted Class-III gaming.

It's difficult right now to say what is and what isn't, because of that lack of clarity, and so it would be useful

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to tribes who are trying to negotiate compacts, that are making investments in Class-II equipment and so forth, to know, crystal clear, what it is they can do under that scenario.

Now, I expect, if and when we finalize these regulations, somebody will challenge us. And I think there will be some litigation with respect to whether NIGC had the authority to do what it did or did it in accordance with the Administrative Procedures Act and so forth.

And that will probably be a good thing; that is, that will bring needed clarity to where we are. And if a court says, "NIGC, you didn't have the authority to do what you did," why, we'll know more than we know now. If they say, "Yeah, you had the authority to do this and that's the law of the land," we'll be better served, I think. And tribes like Spokane and like Seminole will know better where they can go and what they can do.

MR, CROWELL: Maybe this folds into the second part of where we could go, but it begs the question. When you're looking at using your rulemaking authority to create clarity regarding Class-II games, and we're doing it in the context of IGRA being broken, the Seminole decision being out there, and we're doing it in the context of taking the language that was in the Act itself, and the legislative history that was done in 1988, and with the idea that tribes

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were entitled to use maximum flexibility to use electronic aids in Class-II gaming where we would then expect, in that environment, to have our trustee, the NIGC, interpret that language in a manner that was -- if there's ambiguities, interpret them in favor of the tribes and put in a liberal reading of what Congress intended; not outside of what Congress intended, but a liberal reading of what they did intend.

When you look at the words "electronic aids" and you look at them in the legislative history of maximum flexibility, and then you look at this proposed regulation, we see a disconnect. We don't understand why you put technical requirements on the game that don't appear to change the fundamental characteristics of the game in terms of what's required in order for winners to be determined and multiple players playing for, you know, a single prize -- the fundamental characteristics of the game that have been identified by the courts.

But instead, these regulations appear to be restricting the way that game is to be played as opposed to providing clarity as to what is and is not bingo. And that's where we see a disconnect and don't understand how these restrictions take the game that's bingo and makes them not bingo if they run afoul of these restrictions.

MS. SHAPIRO: I think, really, the question is the

essential characteristics of a bingo game as set forth in the statute and as recognizable in the statute, and the rest of them do not pertain to the fundamental characteristics. How long you take to daub, how long between daubs, how long to release the single ball on that second release that you've got in your rule. It says "N minus one." It says the first 35 balls take 2 seconds to release. Then the next release may be just one ball.

Why does it take two seconds to release? Why does it take two seconds to daub that? Why do we have to get to the 10-second game to preserve incidental characteristics rather than the essential ones? And why do tribes have to wait and watch their customers leave in order to have these false distinctions?

MR. HOGEN: Well, one of the -- I guess, the threads that kind of came through to me--the reading of the Indian Gaming Regulatory Act, the legislative history, the case law that's interpreted it since then--is that a characteristic of bingo and pull tabs is that it's not the machine that's doing it; it's the players that are doing it. Or it's in the paper if it's pull tabs, so to speak.

And with respect to bingo, that means you've got to have that card, and you call the numbers, and the player covers when the numbers are called. That means, to me, player participation. It means there needs to be an interval there

for the player to participate.

Now, perhaps our suggestion or our requirement of two seconds isn't ideal, and we'll continue to study that. But we do think it is appropriate to specify that there be this interval so that there can be the player participation that characterizes the play of bingo.

Some machines that purportedly are being played as Class II can be played by pushing the button once and the machine does all the rest. That is an electronic facsimile of a game of chance that is Class III, in my view. And we're trying to permit a fun, profitable, attractive game that can be played in Class II but doesn't cross that threshold where it becomes a Class-III electronic facsimile of a game of chance.

MS. SHAPIRO: Can I ask for a clarification on this one thing? You're not saying that, a pull-tab device, you have to push a button more than once, are you?

MR. HOGEN: No.

MS, SHAPIRO: I just want to be clear on that.

MR. HOGEN: No. No. The MegaMania case has said, in part, the game is outside the machine, the players are playing. The Lucky Tab 2 case said the game is not in the machine, it's in the paper. Those were the two elements that I was trying to identify.

MS. SHAPIRO: I just wanted to make sure we

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weren't going further backwards.

MR. HOGEN: But that might be something we want to consider.

> MS. SHAPIRO: No, no, no, no.

> > (Laughter.)

MR. CROWELL: We will be following up the oral consultation here, which we thank you for, with written comments that we'll have in by the August 23rd date. We've heard that there may be some fluidity, that that date might Is it still an August 23rd date at this point?

MR. HOGEN: There have been requests that we have a public hearing, and we may well do that. And if and when we announce that, we may adjust these dates to try to coordinate all this stuff. So that's very possible, but right now, the date is August 23.

MR. CROWELL: We do have a couple of things that we'd like to talk to you about outside the scope of the Class-II consultation, unless Gerald or any one of the Spokane team have anything else to say in the context of the Class II.

I guess, in closing, Phil, I just MR. NICODEMUS: hope you guys take this to heart, and I hope we can work with the NIGC. Our biggest fear is that you're going through the motions and this is a done deal and no matter what we say in our consultation, it's still going to happen.

And that's our biggest fear, and that's why we're making ourselves available at any time to try to get our point across.

And, you know, we realize we're not representing everybody across the country, but we just see that we can do a lot of justice to a lot of different tribes by speaking up. And we have always spoken up, and we really thank you for hearing us. I mean, it's great that you let us come in front of you and hear what we have to say.

MS. COLEMAN: Could I ask a couple of questions about your Class-II facility? Could you tell me how many Class-II games you have?

MR. NICODEMUS: Zero.

MS. COLEMAN: Okay. So yours are all Class III?

MR. NICODEMUS: Yes.

MR. CROWELL: I do want to point out that Gladys Abrahamson walked in late. She is the chairman of our tribal gaming commission.

MR. HOGEN: Believe me, we're going to take to heart the comments we receive. If we were just going through the motions, Chuck and I wouldn't have scheduled it the way we are, where we leave for Ontario, California, at 8 o'clock tonight and start doing this at 8 o'clock tomorrow morning. We'd have done it in a more fun fashion. But no, we seriously will consider what's suggested.

Obviously, we come into this with some firmly held ideas, but we're going to measure that against what's suggested.

MR. CROWELL: Let me, if I can, just expand on Penny's question, and then I think that we could get closure and settle our next issue. In some respects, some might say, "Well, you're not operating Class II. You don't have a dog in this fight." You know, Spokane is probably a good example, and we don't think that there's any Class III -- hopefully, very soon, we'll be in a Class-III-compact environment. And we're very close to an agreement with the State of Washington.

But until we have a compact, there's still a possibility that things could fall apart. Although we have been successful in fending off federal enforcement efforts, there's still questions that are very much up in the air, and it's in litigation that the tribe may ultimately lose.

We've seen situations to where the Wisconsin Supreme

Court ruled the compacts invalid and turned around and ruled

them to be valid, thankfully. We have the New York Supreme

Court ruling Turning Stone to be invalid. You've got legal

challenges in the State of Oregon. We've got challenges

against the Confederated Coos Tribe, that, if that challenge

were successful, could invalidate all of the Oregon

compacts.

Until we have a true Seminole fix, there is no truly safe

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environment for tribes in the Class-III context. And having the ability to go to Class-II gaming is one of the -- is the insurance policy that tribes need.

And, you know, even with our interpretation of the fundamental characteristics of bingo, the Class-II game is never going to be able to compete head-to-head with Class III. But when you're looking at staying open and reducing your workforce as opposed to closing down and laying off your entire business, it becomes a very critical necessity to the tribes to preserve their ability to have viable Class-II games to play.

MR. HOGEN: Okay. Thank you. We'll then conclude the discussion related to the Class-II issue.

(The consultation with the Spokane Tribe of Indians concluded at 10:23 a.m.)

APPEARANCES

For the Yakima Nation
P.O. Box 151
Toppenish, Washington 98948

Michael Hoptowit, Casino General Manager
Jay Ellenberger, Director of Machines
Max Corpus, Jr., Tribal Council
Ralph Sampson, Jr., Tribal Council
Portia Shields, Tribal Council
Vera Hernandez, Tribal Council
Dawn Vyvyan, Lobbyist

(The consultation with the Yakima Nation began at 10:49 a.m.)

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MR. HOGEN: Good morning. Welcome to this government-to-government consultation session. We're convened here in Tacoma, on July 25th, 2006, pursuant to the publication in the Federal Register, on the 25th of May, of some proposals that the National Indian Gaming Commission has made regarding the definitions that are used with respect to Class-II and Class-III gaming, and some proposed standards that would attempt to clarify the distinctions between Class-II equipment that can be played without a Tribal/State compact and that that requires a Class-III compact for the tribe playing it.

I'm Phil Hogen, chairman of the National Indian Gaming
Commission. With me is Associate Commissioner Chuck Choney.
And then we have, from Washington, D.C., Natalie Hemlock, an assistant to the Commission; and John Hay is a member of the Office of General Counsel, one of our attorneys. Seated next to him is Randy Sitton, our regional director from Portland, who you know. Michael Gross is also an attorney with the Office of the General Counsel. We've got Alan Phillips from our Sacramento regional office, and Gary Peterson, also from the Portland office.

So that's who we are. If you would please introduce yourselves so the court reporter will know who it is that is speaking, we'd very much like to hear your comments or questions regarding the proposals.

MS. HERNANDEZ: My name is Vera Hernandez. 1 I am a 2 member of the Yakima Tribal Council. 3 MS. SHIELDS: My name is Portia Shields. I'm a 4 member of the Yakima Nation Tribal Council also. 5 MR. CORPUS: My name is Max Corpus, from the Yakima Tribal Council. 6 7 MR. SAMPSON: Ralph Sampson, Jr., member of the Yakima Nation Tribal Council. 8 9 MS. VYVYAN: Dawn Vyvyan, the attorney for the 10 Yakima Nation. MR. ELLENBERGER: Jay Ellenberger, director of 11 12 machines. 13 MR, HOPTOWIT: Michael Hoptowit, general manager 14 for the Yakima Nation Legends Casino. 15 MR, HOGEN: Thank you. Are there comments or 16 questions that you'd like to raise regarding the proposals 17 that we've published in the Federal Register? 18 MR. SAMPSON: Mr. Chairman, I'd like to have Ms. 19 Dawn Vyvyan here read the points that we'd like to have 20 entered into the Federal Register. 21 MS. VYVYAN: Thank you, Mr. Sampson. Again, Dawn 22 Vyvyan, for the record. The council has reviewed the points 23 that I'm going to be reading into the record, and then they 24 would like to talk to the commissioners subsequent to that. 25 So I'll just go through, point by point.

First of all, the Yakima Nation believes that this is not a government-to-government consultation.

MR. GROSS: Excuse me, Ms. Vyvyan. I apologize for interrupting. I realize it's rude. The Tribal Council is sitting here. The National Indian Gaming Commission is sitting here. I don't understand why this isn't a government-to-government consultation.

MS. VYVYAN: Okay. That's duly noted for the record. I'll continue with my points.

"The Yakima Nation is providing their initial comments to the National Indian Gaming Commission on the proposed regulation on Class-II machines. Comments that are more formal will be provided at a later time. This meeting is considered to be merely a comment meeting.

"In Washington, the tribes work very closely together to protect the integrity of gaming. Class-II gaming is regulated and standardized to fit the Indian Gaming Regulatory Act requirements. Washington tribes interact on a government to-government basis to protect our casinos from illegal activity. The machines we use clearly comply with that law. Washington tribes should not be penalized by these regulations for problems the National Indian Gaming Commission may be having with compliance in other jurisdictions."

And I'll just use "NIGC" for brevity purposes from here

1 on out.

"The NIGC technical standards have not yet been published and provided to the tribe for comment. The Yakima Nation requests that the official comment period be postponed until the technical standards are available. It is not possible to analyze the proposed classification standards in 546 without the technical standards accompanying them.

"The Yakima Nation also asks that there be a public-hearing process conducted on 546 and the upcoming technical standards. It is difficult to comment to the NIGC without knowing how this rule affects other tribes, the industry, and our vendors. The public record needs to be available to the tribe to evaluate so that a thorough and complete comment may be done. When will the public record be available to the tribe for comment?" Or to include in its comments.

"The NIGC states that there is no taking of property.

The current Class-II machines are the property of the tribe.

The effect of this proposed rule is a taking of property without just compensation.

"The economic impact this regulation imposes on the Yakima Nation is devastating to our government. Our government programs and services rely, in large part, on the proceeds from Class-II gaming. The tribe cannot continue our government programs on Class II alone. To be required

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to purchase, license, certify, and install all new machines would have the effect of putting our government gaming and those government programs at a standstill. It will lay off hundreds of employees in our community.

"The loss of operating revenues alone for shutting down the machines would be close to \$50 million. Additional costs for purchasing, licensing, certifying, installing, training, rewriting internal controls, and redesigning our technology may cost millions more. All these costs are yet Jobs, tribal services, and the cost of waiting time for any new machines to be certified and 'come on line' would be devastating to our tribe and its members. proposed regulation would virtually bankrupt our Class-II government gaming. The tribe has made financial commitments for expansion of its casino. These commitments may be jeopardized if the tribe is put into an uncertain position with regard to Class-II gaming. This imposes a great uncertainty for our creditors, our builders, our casino staff, and lenders, with the possibility of placing our credit with lenders in jeopardy.

"This proposal is not about protecting the public from being confused about whether or not they are playing bingo cr a Class-III machine. The tribe is operating a readily distinguishable machine. Our machines are in a separate area of the casino. The signage entering into this area

clearly identifies it as a bingo area. It is solely used for the game of bingo. It is arbitrary and capricious to decide that, by changing the screen, delaying the play, requiring a 20-percent payout, that the public or consumer will be assured that they are now playing bingo. There has never been a question of customer 'confusion' about that game and what game they are playing under the current technology. There is a bingo card clearly displayed on the machine, and the machine says 'bingo,' with instructions on how to play. These proposed rules make the assumption that, by slowing down the play, the bingo player will now know they are playing bingo. It's an insult to them to assume they cannot determine the difference.

"IGRA statutorily has three requirements for bingo.

These are outlined in 25 U.S.C. 2703(7)(A). The Class-II

bingo that Yakima Nation is operating meets those

requirements. We notify our vendors that all Class-II

machines have to meet IGRA standards. The Yakima Nation is

conducting gaming pursuant to federal gaming law. The NIGC

has arbitrarily decided that these machines do not meet

IGRA's requirements and has developed their own

requirements. The Indian Gaming Regulatory Act regulates

Indian gaming. As you know, the National Indian Gaming

Commission executes the law. It does not have the authority

to make new law, but simply to be the executing arm of the

law. These proposed rules are beyond the NIGC's authority.
NIGC is not a legislative branch of the government, nor should they be.

"The requirement of a prize being a 20-percent payout renders the game to be a non-gaming event. There is no gamble, and there's no game of chance. The two-second delay of play is arbitrary. By requiring this, there is no assurance that more than one player is playing the game, nor does it solve that more than" -- sorry. "By requiring this, there is assurance that more than one player is playing the game, does not solve the more than one game" -- "one-player rule." (sic.) "The current Class-II machines are linked to make sure other players come into the game." Current machines that the Yakima Nation is operating.

"Questions about grandfathering of the current machine need to be addressed. The proposed rule requires compliance within six months of the rule adoption. This cannot be done. The time for certification of the new machine may take up to 36 months. What occurs during that time it is being certified? Manufacturers have confirmed that the time for retooling and having a machine ready that will meet these standards may take up to 18 months. To change the infrastructure of the casino will take another six months. To certify the machine may take another six months."

That's the end of our written comments.

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Thank you. I think I got the drift of MR. HOGEN: most of what you said. One of the things I am having a little trouble with, you mentioned that requiring that the prize constitute 20 percent of the wager takes it out of the wager category. Perhaps I misunderstood that. Can you explain that to me?

MS. VYVYAN: The way it was explained by the manufacturer, if there's a requirement there be a 20-percent payout, that the machine is going to work that 20 percent So there really, in effect, won't be a payout, and the customer will simply be paying into the machine whatever they get out. Otherwise, you're requiring that the game -that the machine have an automatic 20-percent prize, and the machine probably won't do that, so it's deceiving to the customer.

Well, what we intended there -- the MR. HOGEN: concern that evolved as we looked at various proposals for devices was: The objective of winning the bingo, winning the game-ending prize, seemed to kind of go away, and the main objective, or purpose, was to win one of the interim or consolation prizes. That seemed to fly in the face of one of those three requirements you mentioned, set forth in IGRA, about the one to win the game is the first to cover the pattern.

So we thought there needs to be some significance to the

bingo pattern; and while it doesn't have to be the biggest prize, certainly it should have some significance, at least not less than a penny, and not less than 20 percent of the amount that you bet. That gives it a little, albeit not great, significance to the one who wins the bingo game. I'm not sure why that's unfair or inappropriate.

MS. VYVYAN: Well, maybe the technical staff, the casino staff, can help on this, but the way it was explained is that it makes it a non-gaming event, because you would just work that into the figures, you'd work that into the machine.

MR. HOGEN: Okay. Well, I'd be happy to hear any further explanation on that.

MR. ELLENBERGER: Yeah, Jay Ellenberger, Yakima Legends Casino, machines director. We understood that the prize was based per player, you know, so when the player goes in to initiate the game, 20 percent of their play has to go back to them, and that is what the interpretation was.

MR. HOGEN: If they are the winner of the bingo game.

MR. ELLENBERGER: Just if they're the winner of the bingo game? Because the way the interpretation came across was that what you put in, you get 20 percent of it back automatically.

MR HOGEN: No. If that's what we said, we said

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it wrong. What we intended was to say, if you bet a dollar to play and you win the bingo game, you can't win less than 20 percent of what you bet. You might actually lose 80 cents if you won the bingo game, but at least you'd have won something; you'd have won 20 percent, or 20 cents, of that bet.

Now, all the other players wouldn't get anything back, because they didn't win. They might qualify for a consolation prize or progressive prize or an interim prize if they got the right pattern, but, you know, I think that's still gaming. It seems to me it's more gaming than not, if you say, "If you win, you're going to get something, something of some substance."

MR. ELLENBERGER: No, and that makes sense. That makes sense that that pool would be there, because you're playing a bingo game. So I just believe that the interpretation that we got out of it was that what went in, 20 percent would automatically be coming back to that same customer; not based on a win.

It just was based on the play. So it made it sound like we've got to figure out a way to get that money back to them, in the prize with the game play, just for that one person.

So I believe that that was the interpretation that we all got out of it. So putting the win on it actually makes

1 sense. 2 MR. HOGEN: Okay. Thank you. 3 M\$. COLEMAN: Could I ask a few questions about 4 the games at the tribe's facility? Who can answer? wanted to know: How many Class-II machines do you have? 5 6 MR. ELLENBERGER: We're presently operating 500. 7 MS. COLEMAN: 500? 8 MS. VYVYAN: Can you please identify yourself for 9 the record? MS. COLEMAN: Oh, I apologize for being late. 10 11 had to get my stuff out of our hotel room. I'm Pennv 12 Coleman. I'm the acting general counsel. 13 MS. VYVYAN: Thank you. 14 MS. COLEMAN: There are 500 Class-II machines. 15 Are they all bingo machines? 16 MR. ELLENBERGER: Correct. 17 MS. COLEMAN: What kind of bingo machines are 18 they? 19 MR. ELLENBERGER: We've got Bally's Class-II 20 bingo, and we've got Rocket, Class-II. 21 MS. COLEMAN: Are those machines that have two --22 two--23 MR GROSS: Video.

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that have just one video?

COLEMAN: --video components, or are they ones

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1 MR. ELLENBERGER: Just one. 2 M\$. COLEMAN: Just one video component. 3 MR. ELLENBERGER: Correct. 4 MS. COLEMAN: So is part of the issue that, with 5 the one video component, it would be difficult to have half 6 of the bingd game on the video? 7 MR. ELLENBERGER: Yes. 8 MS. COLEMAN: And are your games one-touch games, 9 or are they three-touch games? 10 MR. ELLENBERGER: Two-touch, three-touch, yeah. They're Bally's; Class-II is a two-touch daub, and Rocket is 11 12 a three-touch. 13 MS. COLEMAN: Okay. And do you have Class-III 14 machines also? 15 MR. ELLENBERGER: Correct. 16 MS. COLEMAN: So how do you find that they compare, these Class-II, two- and three-touch games, to the 17 18 compacted games? 19 MR. ELLENBERGER: Bally's Class II is very similar to the Bally's Class-III games that we have, because they 20 21 are also a two-touch machine. 22 MS VYVYAN: Can I interrupt here a second? Our 23 Class-III machines have been negotiated with the State and 24 designed by the State and certified by the State. And that came over a litigation that occurred over a long period of 25

time. And so the State has agreed that the tribes are operating the Class-III machine, and we did that as a result of a settlement, or agreed-upon settlement, in mediation.

So I don't think, at this point, it's appropriate for us to distinguish those two machines, because it's a matter of record what those three Class-III machines are.

MS. COLEMAN: Yes, I understand. I'm just trying to get a feel for -- when we're talking about economic impact, I want -- I was trying to figure out --

MR. SITTON: Win per machine per day.

MS. COLEMAN: Yeah. Are you doing better on the Class II than the Class III? What kind of distinguishing play features do you see? How is it impacted?

MS. VYVYAN: Part of the economic impact of the Class-III machines is that, by compact, we are allocated a certain number of machines.

MS. COLEMAN: Mm-hm.

MS. VYVYAN: Each tribe in Washington is allocated 675 machines. Some of the tribes have those fully operating and some don't. Some lease part of them out. Other tribes are lessors, some are lessees.

The Yakima Nation operates all 675, so we're limited in terms of numbers of machines. That is one of analysis -- or part of the economic impact, the effect that it has on the tribe.

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So the Class-III machines, there is a limited amount of number. The tribe is considering expanding its casino and adding more Class-II machines.

MS. COLEMAN: Okay.

MS. VYVYAN: So in large part, the proceeds from Class II go into government operations of the tribe, that support its social programs: education, healthcare, etcetera.

MS. COLEMAN: Do you find that the Class II are better -- or not better. Do the players enjoy the Class II more than the Class III, or the Class III more than the Class II? Is there a distinction?

MR. HOPTOWIT: Michael Hoptowit, general manager. Mr. Chairman, if I may, I think one thing that should be mentioned is that -- again, just reiterating what Dawn Vyvyan had just mentioned, is the tribe has looked at this as an opportunity because of the current Class-III agreement with the State, and it minimizes the amount of revenue, to impact the tribe on an economical standpoint for providing, you know, the betterment of the general welfare, as it's stated. And so Class II provides an opportunity for a tribe such as ours, at the Yakima Nation.

And I think it would be a little premature, on the Class-II side, to determine anything at this point, because it's -- it's -- the Bally's, for example, is fairly new to the

state, versus Class III that's been in for X amount of years now. So it's not really something that could be determined as of yet, versus some more history behind it, to be able to monitor the player and the increase, or the decrease, for that matter, just to answer the question.

MR. HOGEN: Do you know how long it takes to play? Have you kept track of how long it takes to play the compacted two-touch game? Can that be played in two seconds, or .5 seconds, or seven seconds?

MS. VYVYAN: Class II isn't compacted with the State.

MR. HOGEN: The Class II is what I'm asking about.

MR. HOPTOWIT: Mike Hoptowit again. From my standpoint, it -- just basically reading what I understand some of the proposals are, it seems that the Class II would take quite a little bit longer than the Class-III games to play.

MR. HOGEN: But how long does the Class-III game take to play? That's what I'm inquiring about.

MR ELLENBERGER: Probably half a second to play, by the time it grabs the ticket and brings it back down.

MS. COLEMAN: So the Class-II games take several -- a couple seconds? Or, how long do they take, do you think? I know this is not scientific.

MR. ELLENBERGER: Yeah. I would say, at the most,

the other.

two seconds. You know, they pretty much play the same.

MS. COLEMAN: Okay.

on a busy night, would then -- Class-II machine, somebody could play 120 times in a minute. The game could start and be over in that period of time, but there would be some interval before the next play, as would be true of Class II. If it takes two seconds to play, you're not going to necessarily play 30 games a minute. But it's slower than

Other comments of questions? Yes, ma'am.

MS. HERNANDEZ: This is Vera Hernandez. What difference does it make of how much time it takes to play a Class II or the Class III?

MR. HOGEN: Well, we're trying to get our arms around this economic-impact business, so we're trying to gather some information in that connection. In terms of why did we say there has to be this much time to daub, I think that evolved from our study of the Indian Gaming Regulatory Act and the legislative history and the court cases that have been decided, and kind of a theme of the court cases is there's got to be player participation; that is, the game is not all in the machine, but rather the players have to be playing.

First of all, it has to be more than one player.

Secondly, the machine can't do it all. If it does, it becomes an electronic facsimile of a game of chance. And bingo -- I think your counsel went through the elements to bingo. You have to have a card, it has numbers, numbers are called, and the player covers when the numbers are called.

Well, that means player participation, and there has to be some interval there for the players to have the opportunity to participate. Maybe two seconds isn't the perfect time. We're studying that, but that's what we came up with after giving it a lot of thought and looking at various models. So we want to be sure that there is a recognizable difference between Class II, that doesn't have to have a compact, and Class III that does.

If the tribe finds itself in a situation where it's offering uncompacted Class-III games, it's going to be in violation, and it runs the risk of not only shutting down Class-II, supposedly, games, but the whole operation. That would be a devastating impact. We don't want that to happen to Yakima or any tribes, so we want to provide some clarity here as to what tribes, in Washington and everyplace, can do, what machines they can invest in, so there's not doubt about that; so that somebody isn't going to come along tomorrow and say, you know, that that's unlawful; and provide some clarity.

So we're trying to gather this information to look at

what we've drafted, to be sure that we're doing the right thing. We said, "You can use technologic aids to play bingo, but you can't use an electronic facsimile." And we are instructed to draft federal standards. We think this is a standard that will assist the industry once we get to the right place.

MR. CORPUS: Mr. Chairman, Max Corpus, Yakima
Nation Tribal Council. You know, now that you've heard the
concern regarding this regulation that will greatly impact
our tribe as well as many of the other tribes, my question
is: Comments gathered from these meetings from all the
tribes, other than the NIGC reviewing this, who else will be
receiving this information? Will this go on to other
entities of the government, legislation and so on?

MR. HOGEN: Well, ultimately, the National Indian Gaming Commission will decide: Are we going to promulgate regulations, and what will they look like? Right now, that's Chuck and I. So we will be making the decision.

But this would hopefully be an open process. Once we finish our consultation, we will publish, probably on our Web site, a transcript of all of these proceedings. We will also receive lots of written comments, and we'll review all of that and try to do the right thing.

Now, I won't be surprised, if we decide to go ahead and do this, that, the day after we do it, somebody doesn't sue

us and says, "You went too far, NIGC," or, "You didn't have the authority to do that," and that's not a bad thing. You know, we need clarity. The industry needs to know what they can and can't do.

And if the court says, "NIGC, you went too far," hopefully they're able to give us guidance, and we'll do the right thing. They may say, "You have the authority to do that, and that's the law of the land." So it, necessarily, is going to be kind of a long process. But we've been doing this for a couple of years now, and we think there's really a desperate need to bring some clarity.

MR. GROSS: Excuse me, Mr. Chairman. There's one part of Mr. Corpus's question about what other entities of the government are involved in this. The short answer is that there is none. The decision-makers are sitting here.

The rulemaking process, whether for this agency or for any other agency, is the publication of the proposed rules, which you have; the receipt of comments in written form or here in consultation; and then the Commission is obligated to take those comments and to respond to them, if and when they publish either another proposed rule or a final rule. So that decision is not made anywhere but by the two men sitting at the table with you.

MR. CORPUS: Thank you.

MR: SAMPSON: Thank you, Mr. Chairman. Ralph

Sampson, Jr., member of the Yakima Nation Tribal Council.

My question is: Do we have a memorandum of understanding with the National Indian Gaming Commission? Between the National Gaming Commission and the Yakima Nation.

MR. HOGEN: There might be one regarding the processing of your fingerprints.

MR. SITTON: Yes, there is.

MR. HOGEN: Would there be any others?

MR. SITTON: That's the only one that I can think of.

MR. HOGEN: The tribal gaming regulatory body and Gaming Commission needs to license you folks, and in connection with that, we check to see if applicants have criminal histories. So we ordinarily are the conduit to send those fingerprints to the FBI and get the information back to you.

The FBI insists that, if we do that, people who get that information have to take an oath that they won't disclose it to the wrong people. So to use that process, we have to have an MOU with the tribes who participate. Again, that's kind of a narrow focus.

MR. SAMPSON: Thank you.

MS. VYVYAN: Just another question about the six-month compliance. You've heard from a lot of tribes throughout the country. You're probably hearing, you know,

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similar conderns that we have about the six-month compliance and what we do in the meantime, because we are dependent on the revenue that's coming out of our Class-II operations. Has the Commission considered expanding that compliance and addressing the operation of the machines that are currently in the casino?

Well, we certainty don't want to bring MR. HOGEN: the Class-II gaming to a grinding halt all over the country. And we gave that some thought before we set up these original time frames. Maybe they're not long enough. We're looking at that.

But if you looked at all of the Class-II devices that are on tribal gaming floors today, I think they would fall into several categories -- your Bally machines and so forth. course, not every one of those machines doesn't have to be sent to the lab and tested. Rather, Bally's Model 101 or whatever it is would be tested, and once that's certified, it's good to go.

And so I expect those machines that are on the floors now would be the first ones in the pipeline, so to speak, to go to those labs to get certified. Now, they may say, "Model 101 doesn't comply with this part of the new regulation," and Bally's may have to reconfigure it. Hopefully, they would be able to do that with some programming and you won't have to reinvent the wheel, so to speak.

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I expect there will be some out there that can't be modified. But it's our hope and expectation that we'll have a good workable set of regulations and equipment that's in play, given this computer era that we live in, that can be easily and promptly reconfigured.

Now, if we learn that it's going to take longer -- this 36-month period that you mentioned is kind of new to us. I've not heard that before today. But, you know, I'm certainly hoping that process won't take that long. I expect I will be long gone from the National Indian Gaming Commission when that date rolls around, and I'd sure like to get this done before I go home, so to speak.

MS. VYVYAN: Well, just for the record, it's not a figure that we've just thrown out to scare anyone. But it's something that the manufacturers have told us, in terms of retooling, determination of how long it would take to certify and go through that process. So maybe, Jay, you can --

MR. ELLENBERGER: Yeah. One other point to go along with that on the time line is you've got Class-II casinos out there that are fully-run Class II that will probably be first in line with the vendors. So we've got to take into account as far as where we stand in the vendor's eyes as far as shipping product out. We would listen to the facts of what it's going to take to redevelop the program,

whatever hardware is going to have to go with that, if it has to be a dual-screen type function that we'd have to add to our machines, depending on what the internal controls are that we have to change locally, at ours. But I'm concerned about the shipping dates, as far as our site being able to get those changes and get those — either upgrades, you know, software changes, those items back to us, on top of, you know, just the six months that they're pushing to get out to the other just fully Class-II operations. So that's one of my concerns.

MR. HOGEN: We will study carefully what's realistic and what isn't. I think if you go to the trade shows, probably what's on the horizon for much of the gaming world will be this server-based gaming and downloadable games; and, you know, probably the day will come when transition will be quicker and easier, and we don't want to be unrealistic, because we think the industry is moving in that direction.

MR. HOPTOWIT. Mr. Chairman, I was just trying to clarify for myself, again, representing the tribe. I'm hired in place to make the tribe as much revenue as we can, and that's the directive I'm given, as well as to provide employment opportunities to the tribal membership.

But in the Federal Register, the clarification on the classification standards, that all was a result -- the

question is: Is it a result of findings upon a technical review of the two different types of games, such as a Class III and a Class II? And if so, and certain sanctions you've put onto the tribes and how they operate gaming, what type of considerations would there be for future gaming? I know you touched on it briefly, what the industry calls for.

Given the fact it will always be evolving, with the technology today much different than the technology of tomorrow, would this be something that NIGC would be looking at in the same context as far as regulating gaming on tribal land?

And I guess the question is: Would this be a continuing, ongoing thing to where we know that the technology today is in fact different than it was yesterday, whether it was Class II or Class III? And both sides are going to continue to grow.

So I'm just concerned that, in the future, if more advanced products come out, is there going to be more restrictions, or is it going to be an approach to work with the tribes to continue to allow Class-II and Class-III gaming to continue to grow?

MR. HOGEN: As I'm sure you know, we promulgated the minimum internal-control standards back in the late 1990s, and we found that, shortly thereafter, they were obsolete, in part, because of technological changes. Things

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MR. HOPTOWIT: Thank you.

MS. VYVYAN: I think our chairman of the committee

like digital surveillance came along that we didn't know anything about when we first wrote those control standards. I'm sure that will be true of these as well. We will need to make an ongoing effort to keep them current.

In fact, when we kind of thought we'd finished the package last April, April of 2005, we had classification standards and the technical standards that were mentioned. And when we were ready to roll them out the door again this spring, we discovered that the technical standards had gotten a little stale.

So rather than go out with something that might already be obsolete, we're taking a little longer to get those modern and current. But I'm sure, once we get them published, there will be some new things come along that we didn't think of, and we need to keep them up to date. So it will be an ongoing challenge.

So we're not going to chisel in stone, the day we publish this, as far as anybody can ever go. But Congress did chisel in stone, until they amend the Indian Gaming Regulatory Act, the fact that there are two classes; one which you can use technologic aids, the other which, if it's an electronic facsimile, you have to have a compact to play. And we're trying to figure that out.

would like to just have some final words or questions off the record. At that point, I think we're finished with our questions on the regulation, proposed regulation.

MR. HOGEN: Okay. We want to thank you for sharing your thoughts with us, and we'll read the written copy of the comments. Thank you very much.

(The consultation with the Yakima Nation

concluded at 11:32 a.m.)

APPEARANCES

For the Shoshone Bannock Tribes: Tribal Business Center Bannock & Pima Fort Hall, Idaho 83203

Alonzo Colby, Tribal Council Chair
Lee Juan Tyler, Tribal Council Vice-chair
John Kutch, Tribal Council
Glenn Fisher, Tribal Council
Louise Dixey, General Manager
Scott Crowell, Attorney
Judy Shapiro, Attorney

(The consultation with the Shoshone Bannock Tribes began at 11:36 a.m.)

consultation session.

National Indian Gaming Commission. We are convened here in Tacoma, on July 25th, 2006, pursuant to the NIGC's publication in the Federal Register, on May 25th of this year, of some proposed definition changes and some proposed classification regulations that relate to distinguishing Class-II gaming equipment, that the tribes can play without Tribal/State compacts, from electronic facsimiles of games of chance that are Class-III equipment that require a Tribal/State compact.

MR. HOGEN: Good morning and welcome to this

I'm Phil Hogen, chairman of the

Here on behalf of the NIGC, in addition to myself, is
Associate Commissioner Chuck Choney. Seated next to him is
Natalie Hemlock, from our D.C. office; and John Hay is an
attorney in our Office of General Counsel. I think you know
Randy Sitton, our regional director in our Portland office;
and Alan Phillips, back here, from our Sacramento office,
assisting us in this process. Penny Coleman is our acting
general counsel. And from her office, attorney Michael
Gross is also here; and Gary Peterson, an investigator from
the Portland office, is here.

So perhaps you would introduce yourselves and tell us how you're affiliated with the tribe or the tribal gaming cperation, and then we'd be very interested in hearing your comments with regard to our proposals.

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MR. COLBY: First of all, I want to stand and introduce myself. My name is Alonzo Colby, the newly elected chairman of the Shoshone Bannock Tribes. This is our vice-chairman, Lee Juan Tyler; council member Glenn Fisher, and council member John Kutch. He's our treasurer. Scott Crowell is our legal counsel.

If you don't mind, we of the Shoshone Bannock Tribes would like to say a prayer. That's how we start out our meetings, so if we can do that. So at this time, do you want to give us a prayer?

(All present stood for a prayer.)

MR. COLBY: Thank you. At this time, I just want to say thank you for giving us the opportunity to speak with you today. I know that our tribe -- we're located in southeastern Idaho, and we have a signed Class-III gaming compact with the State, and we've always complied with those regulations.

Oh, I forgot to introduce our general manager for our gaming operations. It's Louise Dixey. She's been in involvement with the tribes for many, many years, along with her family; her father Kesley Edmo was a leader of our tribe; and her brother Blaine Edmo. They've been part of our tribe for the last 30, 40 years, so we're grateful and honored to have her as our gaming manager.

And anyway, every time I've talked about Indian gaming,

it kind of rubs me wrong, because of the rules and regulation changes, so I want to turn it over to our attorney, Scott Crowell. He will be discussing what issues we are concerned with.

MR. CROWELL: For the record, also with us is Judy Shapiro, who is assisting us on this matter, and we would like to take a few minutes off the record at the end, to cover a minor matter between the NIGC and the tribe.

MR. HOGEN: All right.

MR. CROWELL: And I hope you don't get tired of Judy and me, but the message here: Some people would look at Fort Hall and say, "Well, you know, why would we have a dog in this fight?" You know, we have a federally approved compact. That compact provides for -- although we were at loggerheads with the State for a number of years over whether it involved machine gaming, now it clearly does.

And, you know, the compact stands up pretty well vis a vis some of the other compacts, both in the state and around the country, in that it does not put market restraints on what we're able to do. So if we have the market for Rocket or for 4,000 Class-III machines, if we did under the current compact, we wouldn't even be here to talk about Class-II gaming. But the reality is we do have a dog in the fight. We've been successful in litigation so far, but there are —there are basically two types of challenges against the

operation that we've had to deal with.

The first was that, for years, we had an impasse with the State of Idaho. We ultimately agreed to disagree in the context of the Tribal/State compact itself and have a safe harbor that allowed the tribe to operate the Class-III machines while the issue was being resolved.

After that compact went into effect, the three northern tribes in Idaho went forward with Proposition 1, to create a tribal gaming device that's video display and ticket out. So for all intents and purposes, we figured that that's close enough, and we agreed to stay our litigation while, first, that initiative went through, and then while two court challenges that were made to that were both ultimately kicked out, but they were kicked out on jurisdictional or standing grounds.

There's still -- then-Lieutenant Governor Risch, now Governor Risch, and former Senator Nay (phonetic), and a group of other folks, you know, adamantly maintained that Proposition I violates the Idaho Constitution and that if the court were to accept jurisdiction on that matter and were to accept those arguments, then we'd be back to where we are in our compact, under a safe harbor while we litigate what the proper scope of gaming is in Idaho. That's Challenge Number 1.

Challenge Number 2 is the State, you know, frankly

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surprised us in that we had agreed to stay with the clear understanding that if Proposition 1 challenges went down, that there would just simply be a simple order of dismissal of the lawsuit, acknowledging that the tribal gaming devices are a permitted Class-III gaming.

But instead, they came back and said, "Well, even though it's not in your compact, Proposition 1 has a provision that freezes you to the number of machines you were operating on December 31st, 2001. Proposition 1 has a provision that requires that you spend five percent of your money on education programs."

And we took the -- you know, "It's not in our compact."

So the State refused to dismiss the lawsuit. So we went in front of Judge Winmill, and, to me, it's a very straightforward case. Our compact governs Shoshone Bannock activities, not Coeur d'Alene's compact, and our compact doesn't have these provisions in it.

Judge Winmill ruled in our favor, but the State has appealed that to the Ninth Circuit. We have a high level of confidence that it would be affirmed, but be that as it may, if we were to lose the Ninth Circuit, we would be looking at an arbitrary limit on the number of Class-III devices that we could offer. And if Senator Nay and Governor Risch were to get the Idaho Supreme Court to hear the merits of the challenge to Proposition 1 and we would lose, we'd be back

into the safe-harbor environment.

So this is another case in point to where the Class-II issue doesn't have an immediate bearing. If your proposed regulation went into effect, it probably would have no immediate impact on our bottom line. But if either of those contingencies come about, then suddenly, this issue is on our front burner. And so it's important for us to cover that base.

And that goes into the position to where, frankly, we like the provision in our compact. We wish it was, kind of like, in every compact, because it says, if we get into a dispute with the State and the State asserts its 11th-Amendment immunity, then our compact is automatically deemed amended to include whatever we requested in the periphery of the lawsuit. So go ahead and assert 11th-Amendment immunity. It means we win.

But that doesn't negate the fact that if either of those two cases went against us, we'd be in a situation to where we may have to look at Class II as part of the economic survival of the tribe. And so it does go back into -- you know, I don't want to be a broken record, but it does go back into this issue of how does this Class-II argument fit into the scheme of putting tribes in the position that Congress intended for them to be when it passed the Act.

Although we have a very positive, constructive

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relationship with the NIGC and the Department of Justice and the U.S. Attorney's office now, it hasn't always been that Shoshone Bannock operated for several years in the absence of a Tribal/State compact. We had to go through -you know, had another interesting issue where the federal magistrate enjoined the United States from moving forward on an enforcement action because he felt that there was a substantial likelihood that we would prevail in our bad-faith claim against the State, which would have been stayed, because Seminole was at the Supreme Court, but when Seminole came down the other way, everything began to unravel. But it ultimately kept both parties at the table till we worked out an agreement.

Again, without the viability of the Class-II gaming, the tribes are threatened in terms of having to buy into states who overreach on their compact negotiations. And the question still out there is: We think you should look at these Class-II definitions in the context of the federal government's overall obligation to try to restore the balance that Congress intended in the passage of IGRA, and the proposed regulation doesn't do that.

The proposed regulation takes away the viability of tribes to operate in the absence of the -- operate out of harm's way in the absence of a Tribal/State compact. think that you should be looking at this issue in that

context. To give the states more leverage is encouragement for the states to continue to overreach, and the compacts that are out there are evidence of the states overreaching. And we think that you have the latitude in the statute itself to provide for a viable Class-II bingo game; that as long as it is an electronic aid to a game that maintains the fundamental characteristics of the game of bingo, that you should interpret that provision liberally and try to come out with a regulation that goes to the limit that you're able to go to and still provide tribes some modicum of leverage in terms of negotiations with the state.

And we think that where there seems to be a disconnect, in our reading of the rules and the case law and what this proposal is, comes down to identifying what are the fundamental characteristics of a game of bingo, and how do your regulations preserve them? And if they go further than that, why do they go further than that? Why is it necessary to go further than that?

And with that, I think I'll turn it over to Judy. She can get into part of the technical aspects that we'd like to talk about.

MS. SHAPIRO: A lot of the concerns we have, clearly, is: Granting that there have been some cases, construing some of the prior cases on the Class-II gaming, and also granting that those cases do not address those

games, some of the fundamental principles of those cases are still there. And I believe the MegaMania case said that a bingo game is not in the machine. We agree. A bingo game is not in the machine. When the player plays bingo in some of the current Class-II technological aids, they are not playing against the machine. They are playing against other players — in some range of other players in the game.

And the ball draw is what it is. And the player has no effect on the ball draw and no effect on the outcome except insofar as having daubed their daubs. Those rules are in place. Issues such as penalties for not daubing, sleeping, catch-up abilities if you sleep -- all of those are house rules. Those are the rules that are issued by the house, partly as a marketing decision, partly as a game rule; but not fundamental, if present or not, to whether or not it's a bingo.

The house can decide whether to penalize someone for sleeping. The house can decide whether to permit somebody to catch up that went off to get a bottle of soda and came back two calls later. The house can decide whether you've slept the pattern or whether you have to reclaim the pattern if nobody has a bingo. All of these things have customarily been a traditional game of bingo under house rule. And we frankly don't understand why those need to be centralized regulations.

Similar issues to that: We are concerned that the timing elements that have been introduced, of all the delays, don't make the game any more bingo, just make it less profitable. We are concerned -- and we know we've never agreed about the issue about whether there have to be multiple daubs or a single daub.

We are concerned about some of the sequence issues, that we do not think that it is necessary to have multiple ball releases in order for the game to be bingo so long as it is a bingo ball draw, either mechanical, by hand, or by electronically determined matches against a card, and the player who is the first to cover wins.

That's what the cases say. And the details that have been grafted on are not essential characteristics of bingo. They might be interesting; they might make the game a variant; but they don't change whether it is bingo or not. And to make those be the sine qua non of whether a tribe can play a game doesn't make sense to us.

Now, we understand that if the regulations go into effect as they're proposed, we can challenge them. But that's many years, and that's lot of money, and we'd rather not have to do that. We'd rather be able to weave some understanding that is a compromise between what we think it is and what you think it is so the ambiguities are resolved in a way that allows the market to move forward without paying so

many lawyers so much money.

MS. DIXEY: Oh, my gosh.

(Laughter.)

MS. SHAPIRO: I'm not the mainstream kind, you know. I would rather see the tribes be able to put aside the fight over what can and cannot be played and just play the game and go ahead. That's part of it. I won't belabor anything. We're going to put a lot of this in written form with all the citations to support it. We are very concerned about it.

MR. HOGEN: Are you troubled at all that if, taking the approach you suggested, we come up with a game that a player puts his money in, touches the button once, and then that's all he or she has to do, and the game is over, being considered, by the court, to be an electronic facsimile of a game of chance?

MS. SHAPIRO: You mean whether the court decides whether it is an electronic facsimile?

MR. HOGEN: Yeah.

MS. SHAPIRO: I'd be happy to have that question before the court and to explain that the fundamental distinction between that game and a slot machine is whether the game logic is that of bingo.

MR. HOGEN: The slot machine is not what we're talking about.

MS. SHAPIRO: I understand. A facsimile of a game of chance. I don't think it's a facsimile. I think it is a technological aid to the game of bingo. It allows more players, at different locations or at different times, to play together in a common game determined by the three bingo criteria, and it just aids them to play it faster, very fast.

MR. HOGEN: But the only thing they're doing to play is putting their money in to start the game. Do you view that as playing a game?

MS. SHAPIRO: It depends what they're doing.

They're not just putting the money in. Their pushing of the button -- and if they understand, by the rules, they are asking the game to daub the numbers when they are released, and they understand that they're doing that, then, in fact, they're playing a game of bingo. And I don't think that it makes it a facsimile that they're not doing more. I don't think it makes it a facsimile that they can do it faster.

And taking the middle position, something in between our understanding and the proposed rule, I don't think it becomes a facsimile if the player daubs two or three times over 10 seconds versus once or twice in two seconds. I just don't think that that is a defensible distinction.

MR. HOGEN: I appreciate your view.

MR. CROWELL: The X Game, here in Washington

State, is Class III. It has a two-touch requirement to it that's mimicking a lottery pull-tab game, where you enroll the game by pulling the pull tab on the first touch, and you're displaying it, or ripping the tab open, with the second touch. This still happens very quickly. But it's essentially an electronic pull tab in terms of the way the game is programmed.

When a player goes to one of these bingo machines, it's still the game of bingo that that player is playing. He's competing with other players that have drawn cards and competing to see who is first to get the sequence that matches the numbers that are drawn. Those are consistent with the fundamental characteristics of the game.

I think where Judy may be and where -- if there's an area, is daubing a requirement, a fundamental characteristic of the game? And I think one of the things we're saying is that even if it is, it's something that use of an electronic aid should be viewed in a way where the tribe should be able to offer that game in a Class-II format.

Even if the daubing requirement is there, we don't understand why you're building in all these two-second sequences that will have the real-world effect of sending players away.

MR. HOGEN: Are there other concerns you'd like to mention to us before you get into the off-the-record

discussions?

MR. CROWELL: I do want to talk about issues other than Class II, but does Counsel have any anything to say?

MS. DIXEY: If it's okay, Mr. Chairman, I just think this whole issue of prohibiting autodaub is -- will really be a restriction on the tribe. And now, we use -- we don't insert the money, but we actually use electronic aids with bingo. But it actually is a bingo game that displays an autodaub feature. And it's probably our most profitable portion of our bingo operation.

And it's become more so. People enjoy it. Even those old-fashioned players that we've had with us for many years now will purchase, you know, one paper packet, but then they'll also purchase the bingo -- the electronic bingo.

So it's been -- but it has been really an excellent addition to our operation, and especially where we have a real small area for bingo; and we can't afford to cover all of our payout if we don't have some other mechanism for us to make some additional money and to make it profitable.

But because we employ so many -- we're one of the few gaming operations in the country that employs exclusively tribal members or first-line descendents of the tribe. And that was a directive from our membership.

So because of that, we have to look at every opportunity to keep our members employed. And that really is our

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biggest concern, is making sure that we can continue to employ our tribal members, maximize our revenues in order to keep them employed. Because we employ, on the average, 278 tribal members year-round, that is -- we are one of the major employers in southeastern Idaho, and so it's very important for us to make sure that we maximize our revenues to retain employment, and then to provide revenues to tribal government so that they can provide these services that we so essentially need.

So by changing definitions, it doesn't change the fact that we still have to provide employment. And our players enjoy it. And we love to be -- because we are a customer-service-based company, that's what we're always concerned about, is how do our players feel about our bingo operation?

And with us, bingo is very important. It's kind of a sacred cow. And bingo, we started with. We've been able to build it, become more sophisticated with our operation, be more accountable with our inventories. So we really appreciate our bingo-playing patrons and want to preserve the bingo operation.

So any changes that you make in the definitions will definitely impact how we operate. And I think the proposed definitions will actually be a major restriction for us to -- it will impact our revenues. It will impact the way that

we play the games, so we'll have to be more creative if it does become effective. But I just think it will impact our bottom line.

MR. HOGEN: If I understand what you're describing, you have a paper game, and you can also use the autodaub player station.

MS. DIXEY: Right.

MR. HOGEN: We've attempted to exempt that kind of a scenario from these regulations. If you reach the point where everybody's playing electronically, then you would fall under this category. But if it's still a paper game, you can do the autodaub. There may be some logical inconsistencies there, but we thought it was a good place to draw the line, because we know people are doing it and they're enjoying it.

MS. DIXEY: But, Chairman Hogen, the concern that we have is that -- you have heard the legal battles that we face with the State, and if, for some reason, our compact is changed or amended or Proposition 1 in Idaho is going to apply to us, then we are going to have to fall back to another position, and then that would be the use of the electronic games, so then it will impact us tremendously.

MS. SHAPIRO: One of the big concerns that we have is that if we do have to rely on electronic games. The way that the rules are drafted, even leaving aside some of the

larger issues -- issues of card size and presentation and ball draw and all of those things -- greatly restrict the ability of the game designers to use their creativity in the future. What the technology is today is going to be stale one year, two years, three years from now. And these regs don't have the ability to permit unforeseen uses into the future. And the tribes need to be able to change. Things are changing on the floor everywhere, in all forms of gambling, and the tribes need to be able to do that to stay competitive.

MR. CROWELL: The tribe sent a report that expressly identifies that the tribe should have that maximum flexibility to use the technology as it develops. I'm sure they didn't envision the games that are being offered now. But they knew that they couldn't envision where technology would take the game. That's why I think your analysis and what should come out should frame those fundamental characteristics of the game.

And it's interesting that you point out that -- when I hear you say, "Well, we want to exempt out the autodaub games if it's in connection with the paper game," part of me says, "Well, that's terrific, because we want to at least preserve the ability to use that autodaub."

But then you have to draw the question as to: "Well, then, how are you identifying manual daub as a fundamental

characteristic of the game?" It really does appear to be an inconsistent position. And you're going back to your 1988 -- when we first started the discussions with Tony Hopewell in terms of trying to identify what are these Class-II games.

You know, the focus should have been, and now seems to be -- what I do like about the development over time is it now seems to be coming back to trying to identify: Well, what are the fundamental characteristics of the game, and does the game maintain that?

But that brings into discussion, you know, does autodaub violate the fundamental characteristics of the game. We think the answer is no. It's just an aid that the player is using to make sure that the numbers that have been drawn are marked on the card.

MR. HOGEN: Well, I agree, and our regulations contemplate autodaub. We just don't contemplate auto everything. You don't have to find "3" under "B." You can say, "If I've got it on my card, daub it for me." But you can't just do everything else, daub the next time after the next call will win, just the one time.

Some of us have to be checked out of our rooms
momentarily, or we're going to be stuck for another day. So
if it's okay, if we could shift gears to these other
subjects, if we can do that now. We'll bring this

A P P E A R A N C E S

For the Port Gamble S'Klallam Tribal Gaming Agency: 7989 Salish Lane Northeast Kingston, Washington 98346

Linda Helm, Gaming Commission Director Leo Cullod, General Manager Mario Brown, Tribal Licensing Specialist Rdbin Pratt, Casino CFO

(The consultation with the Port Gamble S'Klallam Tribal Gaming Agency began at 1:06 p.m.)

MS. HEL

Washington.

MR. HOGEN: Good afternoon. I'm Phil Hogen, chairman of the National Indian Gaming Commission, and Chuck Choney is the associate commissioner, and today we're the full Commission. We are here in Tacoma, on the 25th of July 2006, pursuant to proposals that the National Indian Gaming Commission published in the Federal Register regarding changes to definitions and regulations the Commission might adopt that relate to classification of games and equipment that can be used for Class-II gaming, which, of course, can be done by tribe/state compact, as distinguished from Class-III gaming, which would require a compact.

Also present here is our acting general counsel, Penny Coleman; and we may have other members of our staff and assistants come and join us as we proceed.

So having said that, if you could please introduce yourselves again, here on the record, so that the reporter will know who is who. And please tell us how you're affiliated with the tribe and the tribe's gaming operation. Then we'd be very interested in hearing your comments or thoughts you have on our proposals.

the general manger of The Point Casino, which is owned and

operated by the Port Gamble S'Klallam Tribe of Kingston,

MR. CULLOD: I'll start. My name is Leo Cullod,

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tribal gaming for the Port Gamble S'Klallam Tribe.

MR. BROWN: My name is Mario Brown. I work as a licensing technician for the tribal gaming agency for the Port Gamble S'Klallam Tribe.

MS. PRATT: My name is Robin Pratt. I'm CFO of The Point Casino.

MR. HOGEN: And Rayanne Morris, our staff member who works out of our Bellingham satellite office -- she's with us today.

MS. HELM: I'd like to thank you for having us before you today and listening to the comments that we prepared for this meeting. The first thing I wanted to talk about is the consultation process itself.

"The Port Gamble tribe would like to make note that the consultation with the tribes is not what we consider to be adequate. A true consultation would mean that the opinions of the tribes are valued. This means that we're given adequate time to prepare comments, especially in light of the fact that the technical standards have not yet been published. These consultations need to be held at geographic locations with affected tribes.

"Given the details of the proposed changes, the invitations for consultations must be sent earlier, with the procedure for confirmation clearly described. Adequate time must be allowed so that the technical standards and

classification standards can be viewed together. This would allow tribes to understand the full context of the entire package of regulations presented. And thought must be given to smaller tribes who may not have sufficient staffing to generate argument quickly. Above all, the NIGC must not allow the comment period on the classification standards to expire until after publication of the technical standards and sufficient review period.

"We at Port Gamble feel that no full consultation or comment period is complete without a public hearing. A hearing is needed to fully address all of the very complex issues. We feel that these issues are in-depth and complex since there have been many attempts at 'clarifying' these definitions, as well as several cases in litigation.

"Once a public hearing has been scheduled, we require proper time to prepare our comments. 'Proper time' means time to review the entire regulatory package: Technical classification and definitions.

"All of the comments from all the tribes, manufacturers, and tribal representatives must be made part of the public record and disseminated to all tribes operating casinos.

"Until a meaningful and collaborative consultation process is developed, meetings held by the NIGC are merely comment meetings."

Now, I'd like to make a few notes on game classification.

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"IGRA defines Class-II games with the following sentences: 'The term 'Class-II gaming' means the game of chance commonly known as 'bingo,' whether or not electronic, computer, or other technologic aids are used in connection therewith, which is played for prizes, including monetary prizes, with cards bearing numbers or other designations, in which the holder of the card covers such numbers or designations when objects similarly numbered or designated are drawn or electronically determined and in which the game is won by the first person covering a previously designated arrangement of numbers or designations on such card, including, if played in the same location, pull tabs, lotto, punch boards, tip jars, instant bingo, and other games similar to bingo.'

"We at Port Gamble feel it's important to understand IGRA, both for what it says and what it does not say. In the definition of 'Class II,' IGRA states that 'the holder covers cards when objects with numbers or symbols are 'drawn or electronically determined.' There's no mention that the numbers must occur in sequence, nor is there any ban on 'autodaubing.' We also note there is no time limit set for allowing players to daub their cards.

"To us, it is quite clear that the Senate intended IGRA to allow for technological advancement in the game of bingo. In fact, a Senate report that accompanied the bill that

became IGRA indicated that 'tribes should be given'" -- this is a quote -- 'tribes should be given the opportunity to take advantage of modern methods of conducting Class-II games, and the language regarding technology is designed to provide maximum flexibility.'

"So we do not share the confusion that the NIGC has over what constitutes a Class-II bingo game. The Port Gamble S'Klallam agree with the plain-language understanding that, if the underlying game is bingo, then the whole game is Class II. Simply put, no matter what the outside looks like, if the game is bingo, then the machine is Class II.

"The difference between a technological aid which is designed to aid the play and an electromechanical facsimile must be determined. However, this distinction is not so difficult to establish. Electronic, computer, or other technologic aids include, but are not limited to, machines or devices that, one, broaden the participation levels on a common game; two, facilitate communication between and among gaming sites; or, three, allow the player to play a game with or against other players rather than with or against a machine.

"With that understanding, we must look at the term

'facsimile.' A facsimile is, by definition, a copy of

something else, or a replica. In terms relevant to Class-II

gaming, a facsimile must be a replica of bingo, or games

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similar to bingo, and not bingo itself. Therefore, in order for a bingo game to be a facsimile, it must look like bingo but not actually be bingo. This means that any game that is bingo is therefore not a facsimile.

"Going by the established definition in IGRA, so long as there are prizes that players compete for and there is a card with numbers or symbols, and so long as the holder of the card covers such numbers or designations when similar numbers or designations are drawn or electronically determined, and the game is won by the first person to cover the symbols in a previously designated arrangement, then the game itself is bingo. And if the game is bingo, then it cannot be a facsimile of bingo.

"Again, if there are players with cards and there are actual numbers or symbols being drawn and those players must mark their cards, manually or automatically, and they compete with each other to win prizes, then that game is bingo, no matter how it is presented. No other standard is needed.

"How the machine looks on the outside, the size of the letters that indicate that the machine is bingo or the size of the bingo card, or even how long it takes the numbers to come out before being daubed, is irrelevant.

"Mr. Hogan himself wrote a letter to the Oklahoma tribes that stated, quote, 'The theme of the game and the name and

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graphics that go with that theme are not the determining factors in whether a particular game can be played. The graphics and the theme are merely cosmetic features, and the list of possible names would be endless.' Therefore, it doesn't matter how the games look. If it is bingo, it is Class II.

"This understanding has been upheld in at least five Circuit Court of Appeals decisions: 'United States v. 103 Electronic Gaming Devices,' 'United States v. 162 MegaMania Gambling Devices,' 'Diamond Game Enterprises v. Reno,' 'United States v. Santee Sioux Tribe of Nebraska,' 'Seneca-Cayuga Tribe of Oklahoma v. The NIGC.'

"All of these court decisions rejected the NIGC's definitions. The courts decided that the games in question were indeed Class II. In 'The United States v. 103

Electronic Gambling Devices,' the court wrote, 'All told, the definition of bingo is broader than the government would have us read it. We decline the invitation to impose restriction on its meaning besides those Congress explicitly set forth in the statute. Class-II bingo is not limited to the game we played as children,' unquote.

"Disagreeing with the court decisions of 'The United States v. Santee Sioux' and 'Seneca-Cayuga Tribe v. The NIGC,' the Department of Justice filed a petition for writ of cert with the Supreme Court for each case. The Supreme

Court has denied both petitions.

"Port Gamble feels the courts were correct in their reading of IGRA and do not see the need for NIGC to continue to reclassify games that it already has approved."

I'd like to talk now about the economic impact to our tribe and to other tribes. The NIGC's mission statement says, quote, "The Commission's primary mission is to regulate the gaming activities on Indian lands for the purpose of shielding Indian tribes from organized crime and other corrupting influences, to ensure that Indian tribes are the primary beneficiary of gaming revenue, and to assure that gaming is conducted fairly and honestly by both operators and players," unquote.

"The most strongly held value for Port Gamble is the notion of self-determination. If the changes proposed by the NIGC go through, then many tribes will be unduly injured economically. At the very least, the opportunity to grow and negotiate with the State Gambling Commission will be hindered here in Washington, but tribes that rely solely on Class-II gaming may even face bankruptcy.

"Mr. Hogen knows of the importance of Indian gaming to the tribes across the country. In an address to the Senate Committee on Indian Affairs, given September 21st, 2005, Mr. Hogen said, quote, 'In the years since the Indian Gaming Regulatory Act, IGRA, was passed, Indian gaming has grown

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exponentially, from \$100 million in revenue to over 19.4 billion in 2004. Approximately 80 percent of this revenue comes from the higher-stakes, Class-III gaming. Revenues from Indian gaming have built roads, schools, and health centers on reservations across the country and greatly reduced reservation unemployment in many areas,' unquote.

"The NIGC Web site states that, for the year 2005, tribes earned over \$22.6 billion in revenue. Using the figure of 20 percent that Mr. Hogen attributes to Class-II gaming, that still leaves more than \$4.4 billion in revenue that must be taken into account. And more than just directly affecting the tribe and its ability to function, there's the economic circle of each person employed, both directly and indirectly, by the gaming of that tribe. This circle must take into account the life of each employee as they purchase goods and services in their communities.

"And moving further out in our economic circle, we must take into account the businesses that have grown due to the tribal casinos, including by not limited to the lending institutions that the tribes still owe. Should a tribe suddenly have all of its machines determined to be illegal and it cannot function, who will pay the loans the tribe still owes? Furthermore, if the NIGC can determine a game to be illegal at any time in the future, what manufacturer will want to invest in such an unstable market? To

conclude, a true study of the economic impact must be conducted and published before any proposals can be finalized.

"We do thank you for the time you have allowed for us to voice our concerns. We also hope that this discussion will be ongoing until the concerns of the tribes can be properly addressed. Thank you."

MR. HOGEN: Thank you for your thoughtful statement. Could we get a copy of your written statement as well, because that will assist the court reporter?

MS. HELM: Is there a place where I could make a copy? This is kind of a rough draft. This is marked up, but I'd be glad to make a copy for you.

MR. HOGEN: When we conclude, we'll see about that. You've suggested that a public hearing be held, and we are very seriously considering doing that. We expect the technical regulation, or proposed regulation, to be published next week; and it may be, that, as we specify a comment period in connection with that, we'll try to coordinate that with the comment period for these regulations and perhaps extend that.

We are making our level-best effort to consult with tribes with regard to this very serious issue, and we're glad that you took advantage of our invitation to come here, and quite a number of other tribes.

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We are going to Southern California tomorrow, and we're going to Oklahoma next week. And this, of course, is not the start of this exercise, but, hopefully, approaching the end of it. We've been working with the Tribal Advisory Committee for a couple of years now. We've published five drafts--each one changed a little bit--of these proposed classification regulations, and two drafts of proposed technical regulations, on our Web site.

We thought about going forward, simultaneously, with the technical regs, but given the rapid pace of technologic changes, we thought that we needed to update the technical standards. And we think we've done that now, and those should be published soon; but they won't look dramatically different than what we've had on the drawing board before.

We understand that tribes need to rely on gaming for economic development and that Class II is a viable part of that, not only directly, as an opportunity to generate revenue, but as a fall-back position and a position to have, take, and defend as they negotiate their Class-III arrangements with the states.

A challenge to Class II, for years, has been: Exactly what can you and what can't you do? There are instances where NIGC advised tribes that were conducting Class-III gaming, in the absence of a compact, that were attempting to defend it as Class II. And, as a result, those facilities

were closed. All of the gaming revenue was lost. In the case of the Seminole of Oklahoma, a \$9 million fine was imposed.

That's certainly not the way we would like to enforce distinctions between Class-II and Class-III gaming, and, as a result, we think that there needs to be clarity, and a set of regulations would be useful to do that.

As we try to get to the right place with those regulations, we'll take into consideration what your tribe has offered, as well as the other tribes. And hopefully, at the end of the day, we'll have a workable product.

Now, we won't be surprised if, as soon as we finalize those, somebody brings a lawsuit and challenges whether we did the right thing or had the authority to do what we did. And that's not a bad thing. That's probably a good thing. It will bring clarity to this. Clarity is what we're striving for and what we need.

So thank you for your statement, and we'd be happy to hear any other, additional, comments you might have before we conclude.

MR. CULLOD: Mr. Chairman, Commissioner, and Staff, I want to speak on behalf of how it personally affects our little operation. Now, I'm not speaking on behalf of the council. I don't have authority. But I do make recommendations to them, as far as gaming operations,

1 so I want to make that clear.

Our little operation started back in 1992 with 150 Class-III machines. We had a bingo operation that was unsuccessful; they lost money, they closed it; straight bingo, paper bingo.

Since that time, the history of the casino is: The first two years we were in business, we lost money; combination of different things, because of financing requirements and different observations. But where the casinos made their money was to continually expand the operation and gradually add more machines.

So right now, we're up to 525 machines, as of the end of next week. By the end of the year, we hope to get up to 575 machines. And like I said, every time we add machines, it actually increases our revenue, we employ more people; it benefits the tribe.

The future for the Port Gamble S'Klallam tribe and casino operations right now is a feasibility study, done over a year ago, that recommends that we build a larger facility, with 750 machines, minimum. Well, as you probably know, in the State of Washington, as a compacted tribe, we can only have 675 Class-III machines, or we have to go to another tribe and try to lease some of their allotment.

Being as there's only 19,000-plus Class-III licenses obtainable in the whole state, and with the Snoqualmie and

Cowlitz both coming on board soon, those become a very precious commodity, those licenses. So therefore, if we were to expand, like it's recommended on all the feasibility studies and market studies, we're in a position where we can never get to 750 machines, unless we have the opportunity to do a mix of Class-II machines—which was our intention all along—and someday, hopefully, go way beyond the 750.

The reason I don't support these changes in the casino and the Class-II classification regulations is: Again, it limits what I can put in my casino, based on Class II, Class III. I think it will have an extremely negative impact on the casino.

If our machines were averaging \$100 a day per win, at only 75 machines, Class-II machines would net us an additional \$2.7 million. That's a lot of money that we risk not having if the classification is changed.

And the reason I say that: If you were to talk to any customer that plays a machine, they don't care whether it's bingo. They don't care whether it's pull tab. They don't care what machine it is. It's there for entertainment value.

I think these changes -- no autodaub, too long to play the game, the time span between each game, the digital display of half the screen being bingo -- I think that what that will do is drive the Class-II market out of business

completely. I don't think there's a customer that would sit here and look this Commission in the eye and say, "Oh, I love those changes. Now I know I'm playing bingo, and I like these changes."

Most slot players -- Class II, Class III, it's all perception. It's all graphics. It's all fun. It's entertainment. It's not about them winning money. It's about them being entertained. These changes would certainly not enhance the ability for a customer to be entertained. I think it would slow it down.

And, in fact, if our tribe was to go out and spend the money to build -- 20, 25 million, to build a new casino and we had to rely on at least 75 Class-II machines, economically, that may not make sense, if the Commission decides to change these classification standards. In fact, it could hurt us, where we wouldn't be able to make our payments, because that's a lot of lost revenue.

The other thing that happens, too, by doing this, is the limitations of title, themes that we can select from. In Washington State, we're really unique, and we only have three manufacturers we can get machines from: Multimedia, Bally, and IGT. I can't go to Aristocrat. I can't go to Williams, Kinami (phonetic). I can't buy games from them, so I'm limited to those three.

Well, the fewer people in the field, the more limitations

there are on my business, to be able to give customers what they want. Often, we have people come from Vegas: "Well, how come you don't offer this title?" "It's because we can't have it in our state." But we could have it, maybe, on Class II.

So if we limit that, then we're still stuck dealing with three companies. We have no flexibility in getting new titles out, new technology; opportunities for our customers that they truly want.

And finally, the big thing about Class II that we don't get in Class III, the big thing that draws a lot of those machines, is the linked progressives. In Washington State, we cannot have those on Class III.

Right now, Rocket's got a game out that their progressive's over a million. It drives it. I mean, people want those type of jackpots they can't get -- you know, they can get in Vegas, they can get in Atlantic City, which they currently can't get -- or they can get now in a Class-II venue in Washington State.

But it's a marketing tool. It's something to drive people into the casino. By expanding growth and revenue, we expand our employment base, which benefits the tribe by hiring the tribal employees. And it benefits all these other tribal programs.

So we feel, from a financial point of view, that,

economically, by limiting what type of Class-II machines we could put in there, by changing these features, we will not have the opportunity to put those machines in and continue forward with the economic growth for our tribe. Thank you.

MR. HOGEN: Thank you. We appreciate your comments. One point I'd like to make is: We're not changing the regulations with respect to Class II. We're making them. That is, I think there's been a need to have regulations, and since we haven't, that's led to the confusion.

And if I were a tribe and I were about to do an expansion to accommodate 750 machines or whatever, one of the things I would like would be some certainty that, when I invested in--or purchased, leased, or whatever--my equipment, I was on solid ground. And we think that, if and when we can come to clarity--and, hopefully, clarity then will permit the tribes to use fast, fun, profitable, attractive Class-II devices--that that will be useful.

We're going to continue to study whether we've got the right amount of times or intervals to permit player participation and so forth. We do permit autodaub. We just don't permit auto everything.

That is, you don't have to find "7" under "B." Rather, you can say to your machine, "If I've got her, daub her."

But then you have to also do it again, and you run the risk

of sleeping the bingo, just like if you were playing the game, if you don't cover when the number is called, as mentioned here, in the recitation of what IGRA says about bingo.

So we have a tough challenge before us, and the discussions we have with the tribes are going to be useful, and we will, after probably holding a public hearing, take all of this under advisement and try to come up with the right thing.

MS. COLEMAN: Could I clarify one thing? So you don't have any Class-II games right now?

MR. CULLOD: The tribe did have some, in a separate facility, that didn't make it economically. We feel it's because we didn't have the appropriate facilities. We are actually negotiating with some Class-II companies, to bring some machines into our casino?

MS. COLEMAN: Okay.

MR. HOGEN: Well, I know we were a little tardy getting started, but we've about used up our time. Any further comments that you'd like to make?

MR. BROWN: In strictly a regulatory sense, our job is to protect the tribe and tribal assets, and there's two things I couldn't wrap my mind around. One is the need for -- and I understand that you are trying to attempt to write regulation through your rulemaking abilities. I

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somewhat disagree with that process, but I understand why you're doing it.

Because the first question I asked myself -- and actually, Leb was my first boss, that taught me that you have to ask yourself: What are you protecting? being violated here?

And I'm not -- you don't have to answer it, sir. hoping that, in time, you'll think about it. What's going on, that's so horrible, that we need all of these new rules? What is the purpose of the two-inch letters going across?

There's nothing in IGRA that says that the customer has to know they're playing bingo. Those things are regulatory things that we know. That ought to be good enough for the NIGC.

So that's the first thing. What are you actually protecting? How does this tie in with your mission statement?

But the other thing, economically, is: You say, in the absence of - you have it set up, as I read it, that you basically pick a laboratory. The laboratory has to confirm that it's indeed Class II, and that, if you don't like it, you can actually change laboratories. The tribe doesn't get to chose one. No one else has an option. And then, if we want to appeal, we have to appeal to you. We have no other options, except litigation.

But in how you have this written, your statement is -say a game is submitted, basically. The Point Casino
submits a game through the lab that you approved, and they
say it's Class II. It says: "In the absence of an
objection within 60 days, the parties may assume the
chairman does not interpose an objection, but the chairman
may object to the testing laboratory certification
subsequent to the 60-day period upon good cause shown."

So basically, the only thing that we have is, if we go past 60 days, you might order 500 machines, thinking that they're good. And then, two years later, you come back and say, "Oh, they're not that good, and here's why." What happens? We're basically stuck. So in the language, if you're going to leave this, this is somewhat of an imposition, the way it's designed now.

We would like an actual certification of games, not some kind of vague, "Well, we didn't object yet. Therefore, go ahead and order your games." And that's why, in putting this together, we said, "What manufacturer is going to want to go through all the trouble of changing their Class-II games and making them, sending them out, and then NIGC comes back 18 months later and says 'they're not good enough; take them away'"? Or go to jail, because now we have the DOJ involved.

It's very, very hard for businesses to want to be

bothered with something that's that unstable. So that leaves the tribe the option of going to other businesses, or other avenues of obtaining loans, which may be less than reputable.

For example, if Bank of America won't loan us money because we can't guarantee our machines are legal, because we don't have anything from the NIGC saying that they're legal -- we only not have something from the NIGC, saying they don't object yet -- then where are we going to get the loan?

And if we get the loans from loan sharks or other less-than-reputable sources, then NIGC has done exactly the opposite of what it claims to do, which is protect us from that.

So those are the main problems that we have. And that's why the public hearing is important. I want us to be able to get to the root of: What are we protecting, and why are we going through all this trouble? So that's my main comment for right now.

MR. HOGEN: Well, we appreciate that. And I understand the uncertainty. And the reason we put that in there is: We've seen other models where everybody thought they had it right. Microsoft and Bill Gates, for example, put out Windows, and then, down the road, they figured, "Oops, there's a bug, there's a glitch. We've got to fix

it"; and to just say, "Well, that's chiseled in stone; too bad; sorry," it would not, I don't think, be realistic.

I would expect it will be very rare that NIGC would ever come in, 60 days or two years later, and say, "That's a problem." But if that occurred, the first thing we would do is sit down with the manufacturer and say, "Is there a way we can fix what now is apparent to us but wasn't then?" and work to try and, as painlessly as possible, do that.

I certainly don't want to drive tribes into the hands of loan sharks and things like that. But having witnessed this phenomenal growth, referred to here in the testimony that I presented to the Senate Indian Affairs Committee, I think Indian gaming has developed the reputation and gained the trust of reputable financial institutions. So I think the regulatory framework that we're trying to come up with will better accommodate that, rather than hinder it. But we'll take that concern under advisement, and maybe there's a better way to address the review situation.

I think we have another tribe knocking on our door, so we'll say thank you, and perhaps we can get a copy of that.

(The consultation with the Port Gamble S'Klallam Tribal Gaming Agency concluded at 1:40 p.m.)

APPEARANCES

began at 1:40 p.m.)

For the Nez Perce Tribe: P.O. Box 305

Lapwai, Idaho 83540

Samuel N. Penney, Tribal Council Vice-chairman
Darren L. Williams, Staff Attorney/Policy Analyst
Melvin Wheeler, Gaming Commission President

(The consultation with the Nez Perce Tribe

MR. HOGEN: Good afternoon. Welcome to this government-to-government consultation session. The National Indian Gaming Commission is here in Tacoma, on July 25th, 2006, pursuant to proposals we published in the Federal Register, on the 25th of May, relating to definitions and proposed regulations that relate to distinguishing equipment that tribes can use to do Class-II gaming, that they don't need a tribal/state compact for, as opposed to those electronic facsimiles of a game of chance, like slot machines, that require Class-III compacts.

Here on behalf of the Commission are myself, Phil Hogen, chairman; Chuck Choney is the associate member of the Commission, and, today, the two of us constitute the Commission.

We have John Hay, who is from our Office of General Counsel. Randy Sitton is our regional director from the Portland office, and Rayanne Morris is in the Portland region, but up in Bellingham. And Penny Coleman is the acting general counsel, and Alan Phillips is from our Sacramento office, assisting us with this process.

So if, for the purposes of the record, you'd introduce yourselves and tell us how you're affiliated with the tribe or the gaming operation, we'd very much like to hear your views with respect to these proposals.

MR. PENNEY: Good afternoon. My name is Sam

Penney. I'm the vice-chairman of the Nez Perce tribal executive committee. I've been on the council -- I'm in my 18th year. I served, for 10 years, as the chairman of the Nez Perce tribe.

With me today, I have Mr. Melvin Wheeler, who is the chairman of our gaming commission, and Mr. Darren Williams, who is from our office of legal counsel.

And before I begin, you know, we submitted letters, on July 10th, to the Commission, and I read the Federal Registers with interest on the intent of the Commission. I read comments from the tribes.

But, you know, I always carry this book with me, all the time, "Chief Joseph's Story," because what it reminds me of is the history of the federal Indian policy and how it relates to tribes. And I just wanted to share with you briefly -- and this is, in no way, intended to be a reflection on anyone. It's just something to think about: Why we're here today.

But one of the chiefs during that time, during the Nez Perce war, was speaking, and he was talking about his true feelings, and he said something to General Howard. He said -- he says, "I don't care. I've expressed my heart to you. I have nothing to take back. I have spoken for my country. You can arrest me, but you cannot charge me or make me take back what I have said."

And then Chief Joseph, at another time, was talking about his friends, and he was in Washington, D.C. in 1897, and he said something that always sticks with me, and I'm just, again, saying this today in a good spirit and why we're here today, and hopefully why you're here today.

And he said, "My friends, I've been asked to show you my heart, and I'm glad to have this chance to do so. I want the white people to understand my people. Some of you think of the Indian as a wild animal. This is a great mistake. I will tell you all about our people, and then you can judge whether Indians are men or not.

"I believe much trouble and blood would be saved if we both opened our hearts more. I will tell you, in my way, how the Indian sees things. The white man has more words to tell you how they look to him, but it does not require many words to speak the truth.

"What I have to say will come from my heart, and I will speak with straight tongue, because the Great Spirit is looking at me and will hear me. Our fathers gave us many laws. These laws were good. They told us to treat all men as they treated us and that we should never be the first to break a bargain, that it is a disgrace to tell a lie, that we should speak only the truth.

"We were taught to believe that the Great Spirit sees and hears everything and that he never forgets; that, hereafter,

he will give every man a spirit home according to his dessert. If he has been a good man, he will have a good home. If he has been a bad man, he will have a bad home. This, I believe; and all my people believe the same."

And the reason I shared that with you today is: You know, I read the comments and the expressions that the Commission believes that is in the best interests of the tribes. And I've also advocated for the Nez Perce Tribe for what our beliefs are regarding the proposed Class-II gaming regulations. And I'm not going to go over them word for word. I think the letter is pretty self-explanatory.

I know there was a task force put together, and many tribes felt that, even though there were tribal members on this task force, that it wasn't a full, meaningful consultation. In fact, many tribes have stated that they're uncertain if the committee had input in the actual drafting of the regulations and how the Federal Register, or any other documents, reflect the views of the tribes.

For the Nez Perce tribe, I might go back just a step. In the State of Idaho, in November 2002, I believe, we did a proposition which was called Proposition 1. And during that time, they told us -- first or all, they told us that we'd never get enough signatures. Then they told us it would never pass.

But it did pass. And we felt, at that time--I was

chairman at the time--that we were protecting the interests of the Nez Perce tribe by passing that Prop 1. And it did a number of things, as far as using 5 percent for revenue sharing, those type of things.

What I'm getting at is: You're all aware of the intent of IGRA and the use of revenue. And for the Nez Perce tribe, you know, we utilize our funds to supplement many of our tribal programs, and without that supplementation of those funds, many of our programs would not operate.

And that's why I shared this story with you. To me, in talking to some of the elder statesman we have in our tribe -- when I first got on our council in 1989, they would often remind us, at the time, that a lot of the things that we're dealing with today is because of federal Indian policy. And I share that story.

In my personal view, it reflects the success of Indian gaming that the Nez Perce tribe truly believes that, through the regulation process, a lot of these things can be taken care of. That's what you're trying to do. Phil, I've known you for a number of years, and I know your heart is in the right place.

And working, reading the documents—by attorney generals and states and others—on the expansion of gaming, one of the things that Prop 1 did for the Nez Perce tribe is that we agreed that we would not game off the reservation. And I

think the impacts to the tribes, nationwide, as far as limitation of Class II, will be devastating to many tribes. And from my review -- this is my own personal view of IGRA and some of the legislative history; you know, the purpose and the intent -- I think a lot of those things are being fulfilled at this time. And I would just hate to see that--you know, any of the economic advancement or those type of things--be hindered by any type of burdensome regulation.

So in just, kind of, summary, I think the Nez Perce tribe has expressed our concerns with the proposed regulations, and I just wanted to reiterate that we did send the July 10th letter and that it is the official view of the Nez Perce tribe. And before the deadline, we'll submit additional comments as well.

At this point, I'd offer Darren or Melvin, if they would like to make any comments. Melvin is the gaming commissioner, and if you want to make any comments at this time.

This may affect our operations. We currently do not conduct a lot of Class-II gaming. But, in the future, if we were able to -- you know, we want to have that opportunity to do that without having any limitation. Because, in Prop 1, it limits the number of machines we could have over a period of years, and that's why the Class-II definitions are important to us.

MR. WHEELER. Yes. Thank you. I know that the Class II -- it would limit tribes, such as the Nez Perce tribe, to what's Class III, and we do max out our current games that we could have in the Class III. We could look into Class-II gaming also, and that would help with the economics of the Nez Perce tribe.

You know, we sent a letter from the tribal council for the Nez Perce tribe, you know, opposing any further regulations as far as -- it's probably something that could be equitable for a number of tribes around the nation.

This morning -- I don't know if any of you were sitting in on any of the meetings this morning, but there was a lot of talk about the McCain bill, which, you know, will have a big impact also. And we will need to oppose a lot of these bills that are coming up, because of the impact it will have on the tribes, the gaming tribes, throughout the nation, and the potential tribes that are looking at gaming.

And it's -- I feel that it's -- we have enough regulations as it is. And under current IGRA, we would be able to utilize what definitions are written in IGRA and not to be more burdensome, placing more federal mandates and regulations on tribes. Thank you.

MR. HOGEN: Thank you.

MR. PENNEY. One of the other things that I forgot to mention, regarding the Department of Justice and some of

the cases that they have lost thus far -- and what it reminded me, when I was talking about federal policy and what my views are -- I compare it to a couple of things that have happened here in the Northwest.

When the centers from Idaho had a disagreement, what's called the fish-hatchery center, which provides scientific information for the regional fish managers, states, tribes, and federal agencies. So rather than going along with what the fish-hatchery centers in Nevada were providing, the center puts it on a bill to do away with the fish-hatchery center.

And then it also reminded me of that Ninth Circuit Court of Appeals, simply because, in this case, either the Department of Justice or the centers from Idaho did not agree with many of the decisions by the Ninth Circuit, and it is a large circuit. But the remedy for that is to split it up. And that's kind of the way I view these type of things.

And again, when I mentioned what Chief Joseph said, sometimes it's hard -- and, I think, why we're all here and why I mentioned this, is we may disagree on what's been stated, or you may fully disagree with what we're stating, but we're invited here to express ourselves.

I was told, by one of our elders -- when I was chairman of the tribe, sitting in a general membership meeting, he

told me, he said, "You're here to listen to what the people have to say. You're not here to argue with them. You listen to what they say, and you take it into consideration in your heart and try to do what's best for your people. That's the reason I mentioned this, and the only reason I mentioned it. It's not a reflection on anyone here.

MR. WILLIAMS: Like I said, we don't do Class-II gaming, but, you know, we faced a lot of opposition when we tried to pass the initiative. But that was not able to pass. A lot tribes being able to conduct economically viable Class-II gaming is sometimes not leverage, but their ability to work with the State as they try to get Class-III gaming.

So when regulations like this come up, it's just really important to consider the position tribes are in, versus a state, and their ability to achieve economic viability with gaming. Because I know that the gaming has provided a lot of benefits for tribes in terms of making the governments more self-determined, able to provide a lot of services to tribal members, provide jobs. And it's just actually doing a lot of good on the reservations right now.

MR. HOGEN: Thank you. Well, we fully appreciate, as is sometimes said, "the road to hell is paved with good intentions." That is, there have been many cases, in the

history of federal Indian policy, where the "great white father" thought he knew best for Indian nations, and it didn't always work out.

I think Congress was wise, when they created the National Indian Gaming Commission and the Indian Gaming Regulatory Act, to require that at least two members of the Commission be tribal members. Of course, Chuck and I both are. We're trying to do the right thing.

And we've studied situations like Idaho, where there's been a real tussle with the State from time to time--but so far so good--in terms of Class-III gaming. But you may find yourself, someday, needing to turn to Class II, either instead of Class III or to supplement Class III. And if and when you do that, you're going to have to make, probably, a significant investment in that equipment and that approach.

And I'm hoping that, if that time comes, it will be clear that, yes, you can invest in this equipment, and tomorrow, someone is not going to come along and pull the rug out from under you, because there will be that clarity.

IGRA said tribes can use technologic aids to do Class-II gaming, to play bingo, pull tabs, and so forth. But they said, if it's an electronic facsimile of a game of chance, then it's Class III, and you have to have a compact. And therein is the challenge: Where do you draw that line? When does it cease to become just a technologic aids? When

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does it become this Class-III, electronic facsimile?

We've studied what the courts have said, and we've studied what IGRA says and what the legislative history is, and we're trying to get to the right place, trying to come up with a set of rules that will permit tribes to have a fast, fun, fair, profitable, attractive game, but one that is clearly distinguishable from those slot machines and facsimiles of the Class III.

We're getting lots of advice and taking it seriously, and your letter will be of assistance and will be relied upon. Probably, we will have a public hearing in the not too distant future. We will inform you of that and invite you to that.

And once we get all of the input that we're asking for, we'll try to decide: Shall we go forward with these regulations? And if so, what will they say? And I expect, when that happens, if we finalize regulations, somebody will take us to court, and that will be a good thing, not a bad thing. We'll get clarity, then, as to where we can go.

But we are keenly aware of what Indian gaming revenues have done for the Nez Perce tribe, and how important it is that we try to foster that, not foul it up. And we'll try to get to it, by your comments, as we try to get there.

MR. PENNEY: Thank you for your comments. I think we have a good relationship with your regional folks.

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They've been out to our headquarters several times. We appreciate their being able to work with us on many issues.

You know, the Nez Perce tribe -- the University of Idaho, the College of Business and Economics, did an impact study, and we've had it updated, probably three times, over the years. And I think, right now, in our entire area, the Nez Perce tribe is the second-largest employer, the second-largest contributor to the economy, second only to the Potlatch Corporation, which is the major industry in Western Idaho.

I just received word from one of the sources that, in the very near future, that they expect the tribe will be the number-one employer in the area and the number-one as far as economic impact.

So, you know, just the -- the things that gaming has done for the Nez Perce tribe -- I can recall back when Larry Echohawk was Idaho Attorney General, and then it was Cecil Andres -- they had a proposal to amend the State Constitution.

And I recall them telling us, "Well, the tribes don't need gaming"; that, "you submit us proposals, and we'll help to find economic-development opportunities." And I remember the Nez Perce tribe -- Doug Nash was one of our attorneys at the time. And we submitted about 12 different proposals to the State of Idaho. Not one of them was considered.

And when we passed Prop 1, the title of it was "The Indian Gaming and Self-reliance Act," and what it told us and our membership is that, as many Supreme-Court cases have stated, that the states are probably the tribes' most deadly enemies. They're not going to advocate for us. We expect the federal government, at any level, to fully advocate and try to support what we're trying to do.

And you know that as well, Phil. And you, as well -- I know you're trying to do that. I recognize that, and it is a difficult situation. But I just hope that whatever, you know, the final outcome is, that it's beneficial, you know, to the tribes.

And it's just important, economically, for us. Right now, you know, we're working with the regional office, and we have a new facility under construction, which will be completed very soon, which will be great for our employees and patrons, and so we're very exited about that.

But I just -- you know, just reflecting back on, again, federal policies, state governments are not looking out for our interests. That's why we proposed Prop 1, is that we have to do it ourselves, and this is one vehicle that we can do that.

I can't think of anything else that I'd like to share at this point. Just that, you know, we will submit our final comments before the deadline, and, you know, we appreciate

the time that we have here today, and we look forward to working with you to try to resolve this issue. MR. HOGEN: Very good. Thank you for your help. (The consultation with the Nez Perce tribe concluded at 2:07 p.m.

APPEARANCES

For the Confederated Tribe of the Colville Reservation: P.O. Box 150
Nespelem, Washington 98155

James R. Bellis, Attorney

B.J. Whitener, Gaming Commission Director
Mike Somday, Gaming Commission Chair
Terry Finley, Tribal Council
Eldon Wilson, Gaming Commission
Brian Nissan, Tribal Council
Patty Adolph, Gaming Commission Compliance Officer
Bruce Didesch, CEO, Enterprise Corporation
Randy Williams, Casino Director
Mike Marchend, Tribal Council Chair
Gary George, CTEC

(The consultation with the Confederated Tribes of the Colville Reservation began at 2:29 p.m.)

MR. CHONEY: My name is Chuck Choney. I'm the associate commissioner for the National Indian Gaming Commission, and we're meeting here, on this date, July 25th, 2006, here in Tacoma, Washington, to discuss with you the upcoming classification standards and regulation revisions.

And by way of introduction, I'd like to introduce Randy Sitton, who is the regional director, out of Portland, for this area. Next to him is John Hay. He's a senior attorney in the Office of General Counsel.

This is Natalie Hemlock, assistant to the Commission.

And then Gary Peterson, a field investigator, also out of Portland. And then--

MR. PHILLIPS: Alan Phillips.

MR. CHONEY: --Alan Phillips. He's a field investigator out of our Sacramento office. And Penny Coleman will be joining us. She'll be sitting here. She's our acting general counsel. So she'll be here, providing some input on everything, and can answer your questions.

And I'll answer as many questions as I can. John can handle a lot of the technical aspects of it. So with that -- and also, for the record, if you can introduce yourselves and speak to the recorder so, whenever you make a comment, she'll know who to attribute it to. So if you could provide your name and your affiliation with your tribe and your tribal gaming operations.

1	MR. MARCHEND: Thank you. My name is Michael
2	Marchend. I'm the chairman of the Colville Confederated
3	Tribes.
4	MR. SOMDAY: Mike Somday, chairman of the Colville
5	tribal gaming commission.
6	MR. WHITENER: B.J. Whitener, director of the
7	Colville gaming commission.
8	MR. FINLEY: I'm Terry Finley. I'm the chairman
9	of the Law and Justice Committee.
10	MR. NISSAN: Brian Nissan, council of the Colville
11	reservation.
12	MR. BELLIS: My name is James R. Bellis. I'm an
13	attorney for the Colville Tribes.
14	MR. DIDESCH: Bruce Didesch. I'm the interim CEO
15	of Colville Tribal Enterprise Corporation and former lawyer
16	for the Colville Tribe.
17	MR. GEORGE: Gary George, a CTEC board member.
18	MR. WILSON: Eldon Wilson, gaming commissioner.
19	MS. ADOLPH: Patty Adolph, Colville tribes
20	compliance officer with the Colville tribal gaming
21	commission.
22	MR. WILLIAMS: Randy Williams, director of the
23	casinos.
24	MR. CHONEY: And also joining usyou may know
25	heris Rayanne Morris, who is also a field investigator out

of our Portland region, but she works out of the Bellingham, Washington, office. She handles just about all of Washington and, I think, part of Idaho.

MR. SITTON: Northern Washington.

MR. CHONEY: Northern Washington. So with that out of the way -- I've already introduced her, but officially, this is Penny Coleman. I introduced you.

So what we'd like to hear from you is your remarks on this. And contrary to what's been going on around here the last day, this is a government-to-government tribal consultation. We're here to advise you and listen to your thoughts and comments on this revision we have coming up.

And we will be glad to provide you with whatever answers you might have (sic).

And also, if you haven't already done so, we welcome you to provide written comments, and we definitely will take all written comments to review. Also, all other tribes that have submitted written comments, we will read them, and we will take them into consideration. So this will not be an effort, on your part, that will not go heeded.

So with that -- yes, sir?

MR. SOMDAY: Will these comments -- do we turn them in to you today?

MR. CHONEY: If you would wish to have those comments, your written comments, yes. And also, after this

on, if you feel like you want to provide more written comments, you know, feel free to do so.

MS. ADOLPH: The comments are due in by August 23rd or sooner.

MR. FINLEY. My question is, though, why is there a short period of time, you know, to prepare those comments when the technical standards haven't even been published yet?

MR. CHONEY: Well, we submitted technical standards well over a year ago, but we got side-tracked on other issues, and they just kind of just sat. And we re-did them. We updated them, so to speak. And we're going to be releasing them, probably, within the next week or so. And we're going to go public with that. And we're going to try to get them in at the same -- you know, the written comments on them at the same time.

And right now, as it stands, August 23rd is the deadline to get the written comments in. However, we're beginning to get the feeling that we might adjust that. But we can't guarantee that right now. But I think, most likely, we're probably going to extend it little. And if we do, we'll notify the field as soon as we can, by way of our Web site, and we'll also put it in the Federal Register. So just continue looking at our Web site, because this is a matter

of some serious importance.

The tribes we spoke to yesterday -- we spoke to nine tribes yesterday, and we've spoken to quite a few this morning. After you leave here, we've got four more tribes to speak to.

Then we're leaving tonight. We're flying to Ontario, California. We're going to be there for two days, and we're going to speak with, probably, about 20, 25 more tribes there in California. The week after, then we're going out to Oklahoma. We're going to be there for two days, and I think we've already got 25 tribes already scheduled, all on this Class-II standards revision.

And one of the questions I'm sure you're probably going to be asking, one of the requests, is: Are we going to have a public hearing? Right now, we're leaning towards that way. We haven't fully decided. We've been seriously considering it, in-house. But I think, right now, Chairman Hogen is leaning towards having a public hearing. And again, whenever that becomes official, we will let everyone know.

Yes, sir?

MR. SOMDAY: That's encouraging, to have a public hearing. What would cause the NIGC to not have public hearings?

MR. CHONEY: Well, we're being pushed by all the

tribes to, you know, do something: either do this, or not do it. So in order to do it -- give it the proper address, a lot of the tribes say: We want to have a public hearing, to give vendors, manufacturers, tribes that haven't really had a chance to really have an input, give them a chance, give them an opportunity to provide their input before we write the final regulations. And I seriously -- I kind of think we probably are leaning towards having a public hearing.

MS. COLEMAN: But one of the reasons why we didn't go with a public hearing—and, in fact, it was the reason we didn't go with a public hearing during this comment period—was because, in our consultations that we had prior to this, we had the advisory committee. But we also had public hearings, several public hearings, on both the regulation proposals and on the Johnson—Act proposals.

And one of the things that we were told repeatedly, by the tribes, is that they didn't consider that to be adequate consultation. They wanted to sit down, face-to-face. And I'm sure that the amount of times that you have had the opportunity to meet with the commissioners is unprecedented. In the 25 years that I've been in Indian law, I've never seen another agency which has spent the amount of time and energy in traveling, to make sure that they made themselves accessible.

And that was the reason why they decided to do exactly what they've done: Come here and sit down with you.

Instead of having a big public hearing where you had to get up at a mic and speak at it, they wanted to be able to talk face-to-face, across the table, to you.

MR. FINLEY: Yes, but how many smaller tribes are being hurt because they don't get to consult with you face-to-face? You're looking at about, what, 541 tribes throughout the United States? And you're probably meeting with, maybe, 20 percent of that?

MR. CHONEY: Well, we're giving everyone the opportunity. We announced this particular consultation in the Federal Register.

MR. FINLEY: Yeah.

MR. CHONEY: And we gave everyone an opportunity, and we encouraged people to participate. We had our regional directors, in our six regions, contact their tribes to advise them, you know: "In case you all missed it, there is a notice in the Federal Register," you know, "if you want to participate in it."

And of the 400 -- I think, about 420 gaming tribes -- of course, we don't sit down with everyone, because, like here -- there's a lot of tribes in the Pacific Northwest that's not here. For whatever reason, they elected not to.

MM. FINLEY: But what you do directly affects

1 every one of those tribes.

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MR. CHONEY: Exactly. That's why we encourage everyone to come to participate. Now, what we do -- we'll get the total number of tribes that requested for here -- we're here for two days. If need be, we could extend it for another day, if needed. But we just had -- I think it's going to be about 20 tribes here. But everyone had the opportunity. And not only consultation for this issue, but other issues, they don't participate.

MR. HAY: We tried to pick locations that were convenient. That's why we picked places like Denver and Minneapolis, that had major airline hubs. We came here specifically because of the gaming conference that was going on. We thought, since everyone was going to come here anyway, it would be easier to do. And we also picked Washington, D.C., because the BMI was holding a meeting, and a lot of tribes would be in town for that.

Obviously, if we had unlimited resources, we could go out to every single tribe and sit in their homes and speak with their leadership directly. We just don't have the money to do that.

MS. HEMLOCK: No tribe was ever turned away when they requested a meeting. Our schedule was full, but we made sure that everyone who wanted a meeting could meet with us.

MR. SOMDAY: But those that have lower incomes—do not have casinos, or federal highways going through their reservations—cannot afford to send delegations here. And IGRA defines what an Indian tribe is. There are small tribes; they too have bona fide questions and bona fide concerns to be addressed but do not have equal opportunity.

MH. CHONEY: Well, those tribes like that, they could either come here, or they can write us a letter, which we do receive a lot of letters from non-gaming tribes, small tribes that are thinking about starting a game.

And also, we've met with a lot of tribes the last two days who are not gaming tribes. But they have a vested interest because, somewhere down the line, they're going to want to eventually get into gaming. So they want to get in on the information.

MR. MARCHEND: Before we get too much farther along, I would like to just make some introductory comments about our tribe. We're here to represent our tribe, first and foremost.

For your information, we're located in Eastern
Washington. We have a fairly large reservation. It's
almost the exact same size as the state of Connecticut,
about 2100 square mills. And it's primarily timbered land,
forest land. Our primary economy is timber, everything
related to timber, from growing trees to harvesting them.

We run two operations, to mill it into boards and plywood, and almost all of the economy revolves around timber and those resources.

It's a real isolated land, but it's very beautiful land. A lot of our people are involved in our history, and a lot of our people still live very traditional lifestyle. They still hunt and fish. It's a very important part of their lives. It kind of all works together for us.

We've been involved in economic development for -probably since the 1970s. We had -- actually, back in the
1980s, we created a separate corporation, separate from our
council, to run the businesses. We also split off our court
systems. We have an independent court system that's been in
place. Both the courts' and the businesses' separation
happened about three decades ago. They have been in place
for many years.

We have our own police department, our own game warden, our own court system, our own -- there's lawyers everywhere, it seems like.

(Laughter.)

MR. MARCHEND: And then we've been managing our resources and regulating our resources, enforcing our laws for many, many, many years, and we have a lot of experience with that. There's a large land area, and it's very much -- even though we're part of the United States, we're almost

like our own little country there, just partly because of the isolation. There is no one else around.

But we currently operate three casinos. They're pretty small casinos, but there are casinos, and they're important for jobs, and that's why we're in that business. We employ our people there. We do hire nonIndians, but, I think, at two of our casinos, we have 80-percent tribal members. And we have one casino at Lake Chelan. I think it's the other side. We employ 80-percent nonIndians in that community. But primarily, we're in it for the jobs and the employment.

We've also been regulating ourselves since before we had an approved compact; and to us, the regulation is very important as far as exercising sovereignty, and also for the jobs. It really concerns us a lot when we're here to talk about what the state wants to do to increase the regulatory process. We're concerned about the loss of jobs also. It's a very important part of our economy.

And because of our isolation -- we're four hours from Seattle, by car. Our casinos are three hours from Spokane, by car. So we're way out there, you know. And it creates problems when Olympia tries to send people out there. They have a hard time reaching out to remote parts of the state. And the same from the Spokane side.

So we've always had to manage our own resources and enforce our own laws. And, you know, if there's a crime or

something, if you call the nearest community, it would be hours before they got there. So we take responsibility for managing our own reservation. That's just the way it's always been since I've been alive, probably before I was alive. I just wanted to give you an idea about that.

It's also an economically depressed area. Eastern
Washington has very high unemployment. Even though
Washington State's economy has been booming for the last
couple decades, it really has not hit the Eastern Washington
side at all. You know, and there's been a, pretty much,
outmigration of population, in general, in Eastern
Washington. The economy has been depressed; very high
unemployment.

Probably the only good -- the only good news in Eastern Washington is things going on with the tribes in Eastern Washington; you know, the Colville tribe, the Yakima Tribe. We've become the major employers in the eastern part of the state. We operate in Okanogan County, Ferry County, parts of Stevens County, Chelan County. We're the biggest employer over there, with our timber-based businesses and our casinos.

Our casinos are not the biggest part of the economy, but they're a very important part if it. So it's really just keeping them alive, and struggling. It's been a real struggle. The economy is really tough over there. But

we've been surviving and kind of learning as we go along.

So any time there's talk about changing the regulations or changing what we can do, it really concerns us a lot. It directly impacts our employment and our revenues, and it has an impact on us. So we're very concerned about that.

I think we've demonstrated, for many years, that we've been able to regulate ourselves. We take a lot of pride in that. We invest a lot of our money into it also. We want to have good operations.

We operated for many years without a compact. The federal court system litigated that for many years, and we had -- so because of that litigation scenario, I think we probably overregulated ourselves, because we were concerned. A lot of people were watching what we were doing. So we have a track record in place. So we have a --

I could talk about my tribe for days and days and days, but I better turn it over to my partners. I just wanted to let you know that we are probably a lot different than a lot of the tribes in this state.

Also, a lot of our -- we're a confederation of tribes.

We come from 12 different tribes, so our tribes originally came from areas like -- mostly Eastern Washington, but also from Oregon and Idaho and Western Montana, Southern British Columbia. So when we talk about traditional territories and peoples, it's basically the whole Northwest.

So I just wanted to give you a picture of what our tribe is and where we're at, so thank you.

ME. CHONEY: Thank you.

MR. SOMDAY: Executive Order 16375, back in 2002, I think it is, promotes Indian self-regulation and self-government, etcetera. Today, it's unheard of. You go back 100 years ago, we're the same sovereign nation we were 100 years ago; same independent, sovereign nation.

If your ancestors were treated like that, treated as though the Indian tribes nowadays cannot conduct gambling--Class I, Class II, or Class III--you'd be back in D.C. I think you'd expect a delegation going back to D.C.

Let me read you something. "Indian Tribes that are involved in gaming are capable managers, honest managers, suitable, fair, generous, contribute to local economies, are employers of Indians and nonIndians. They're" -- "as I pointed out, they're heavily regulated, even by our own commission. They are in compliance with statutes, laws, memoranda of understanding, compacts, have public trust, educated and trained, sovereign, still understand and have respect for culture and spiritual values, and do not need legislative paternalism. We are capable of self-determination."

I think, if there were true consultations -- just like you kind of indicated today, no one is in favor of the new

definitions, etcetera. Why not consult with the tribes first? That's the purpose and mission of the NIGC? To consult with Indian Tribes in government-to-government consultations.

We asked that we not be paraphrased, we use the words verbatim, as we're speaking, and the reason for them.

Because a lot of Indian tribes will probably not be able to consult, we would like a list of who you consult with and who you did not consult with.

MR. CHONEY: Well, probably -- you know, we've been asked this question most of today and yesterday and last week, when we were in Bloomington, Minnesota; consulted with the Northern Plains tribes: Why are we doing this?

Well, the answer that we determined is that, when myself and Chairman Hogen came on the Commission, in December of 2002, Chairman Hogen was a previous commissioner in the mid '90s, so he had already had experience in being on the Commission.

And he saw early on, and he conveyed to myself and former commissioner Nelson Western that there's a problem in Class-II gaming and Class-III gaming. And the problem is: You go to some parts of the country, some casinos, you look at a certain machine, you can't tell whether it's a Class-II or Class-III. So you're bordering on some illegal acts here. And we've been basically charged, by Congress and also by

1 Senator McCain, to clarify this.

MR. SOMDAY: Who doesn't recognize the machines, Class II or Class III?

MR. CHONEY: Regulators; and also patrons.

MR SOMDAY: Is it necessary that patrons understand if it's a Class II or Class III?

MR. CHONEY: Well, patrons, they go in there for the entertainment value. They'll play a machine, and they don't really care if it's a Class II or Class III as long as they're getting entertainment value.

However, when our regulators go in there--not only NIGC regulators, but State regulators--they'll look at the machines -- and this isn't just necessarily in Washington State. I'm talking about other states that are -- in order to have Class III, of course, they have to have compacts.

And some states, like Oklahoma, which, they've got very, very limited gaming compacts — they're predominantly Class II. State of Florida is strictly Class II. You go into any gaming operation, tribal gaming operation, in the state of Florida, and quite a few in the state of Oklahoma, you can't tell whether it's a Class-II or Class-III machine. And according to the statute, that's an illegal act.

MR. SOMDAY: If who doesn't recognize it as a Class II?

MR. CHONEY: Excuse me?

MR. SOMDAY: If who doesn't recognize it as Class
II or Class III?

MH. CHONEY: Regulators.

MH. FINLEY. But, you know, I guess that gets down to the fact that the court cases that you guys did fight, you lost. And so, you know, that in itself proves that they must have been Class-II machines, not Class III.

MS. COLEMAN: Maybe I can clarify that a little bit. Mainly, court cases we didn't fight and lose. Mainly, we won, because we were on the side of the tribes. In the Multimedia dases, which are the main bingo cases, the start of that was that opinion that was issued at a time where I was acting general counsel again, and Phil was an associate commissioner, and he and I actually worked on that opinion together, on the MegaMania opinion that was issued.

And not everyone agreed that MegaMania was a Class-II bingo game. As a matter of fact, there was very strong disagreement, and it's one of the reasons why the United States Attorneys did bring a couple of cases against Multimedia for having those bingo machines in there. And when the U.S. Attorney lost, the court -- it was because one of the things the court said is that the NIGC had it right: that MegaMania was a Class-II bingo machine.

And then, when it came to Lucky Tab II, you're right.

When we first started out, we said: Lucky Tab 2 is Class

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III. But when a court said, "No, you're wrong. It's Class II," we said, "Okay, that's fine with us." And we went forward.

And so, in the Santee court case, what happened there was: We had told the Santee Sioux tribe that they could go ahead and play Lucky Tab 2. Unfortunately, the U.S. Attorney didn't agree with that decision, and so there was litigation.

But as a general matter, the NIGC has tried very, very hard to be flexible, to try to understand these games, to help tribes figure out what's Class II and what's Class III. And it's been very difficult, and tribes such as yours, your gaming commissioners will often call me and say, "Is such and such a game a Class-II game?"

And right now, about all I can say is, "Well, is it subject to one of our gaming opinions? Is it the exact, same game that's in the opinion?" And if they can say "yes," I can say, "Yeah. Then it's Class II." And if they can't say "yes," well, then, I can't tell them, for sure, whether it's Class II or Class III, because the inner workings and the outer workings do seem to make a difference.

When the games first started out, they were just even eliminating the bingo card. They didn't even bother to have those. And so we had to step in and say, "Wait a minute.

In bingo, you pretty much have to have a bingo card. That's what the statute says." And so those are the kinds of issues that we've been dealing with.

And part of the reason why the Commission finally got to this point, of writing regulations, is because we were dealing with each one of these very piecemeal, and it wasn't a very efficient system.

MR. BELLIS: We're very highly concerned about the relationship between Department of Justice and the Commission. And it's our understanding that, while you're going to make available the recorded proceedings here, that there is no recording of the discussions you had early on with the Department of Justice. Is that correct?

MR. CHONEY: That's correct.

MR. BELLIS: And that really troubles us, because we perceive the historic relationship we've had with the National Indian Gaming Commission as being one that really was designed to try to foster economic development with the tribes and to foster a healthy gaming environment, but one that definitely assisted tribes in their economicdevelopment goals.

We don't see that DOJ has that mission. We see the DOJ--both in the litigation it's involved in involving tribal gaming, and elsewhere--has been -- has harmed tribes throughout the country, and it's harmed us in particular.

The Johnson Act is not our favorite topic to talk about.

MR. CHONEY: Well, it's actually not ours, either.

(Laughter.)

MR. CHONEY: You know, we were going forth with this -- we were hoping to have this accomplished by a year ago this past June. That was our original deadline. Early on in the process, we asked DOJ for their input, and we never heard anything from them. We kept asking.

Finally, just as we were getting ready to go to the Federal Register, here comes DOJ, telling us that "what you're going to do is in violation of the Johnson Act." We disagreed with them, so we had quite a few meetings with them all last summer. I mean, I'm talking about some contemptuous (sic) meetings. We had some -- almost shouting matches with them.

They wouldn't budge; we wouldn't budge. We wouldn't compromise; they wouldn't. We would meet sometimes and, all of a sudden, they'd back off. They would not compromise with us because they felt so strongly that they were right, even though they lost those three major cases, which Penny reminded them that "you weren't" -- "you were stomped in those cases." And they didn't like that at all.

But we were at an impasse with Justice on this issue. Finally -- finally, that's when Senator McCain got involved in it. He basically told the chairman and Tom Heffelfinger,

who was representing Justice at that time -- he said, "You will come to a compromise, you will make a correction here," he said, "or I will."

And that would be the worst thing -- the worst thing, to have this taken out of our hands and put in the hands of the Congress. That way, nobody would have control over it. We wouldn't have control, Justice wouldn't have control, and, certainly, the tribes would not have control.

There would be no consultation meetings. They would get a senator to introduce this package and, next thing you know, here it comes, put into law that nobody will like.

MR. BELLIS: But, Mr. Commissioner, I think that's exactly what we're looking at now. We're looking at a bunch of laws that people are fixing to shove down our throats whether we like it or not, and we're looking at our regulatory partner, who we perceive -- we perceive you are jumping the gun here. We really do.

We've got no new laws enacted, and we really question whether or not you even have the authority to go into this depth without some changes in the basic foundations of IGRA. But we think that, basically, the environment we're now facing if you go forward with these, along with what Congress is doing, it's going to seriously injure our ability to survive economically. And I think you've heard that from other tribes as well.

MR. CHONEY: Yeah, we have. Well, right now, there is no guarantee that this is going to go forward as a proposal, rule, or, subsequently, law.

MR. SOMDAY: We cannot be expected to know that.

MR. CHONEY: Well, we don't expect you to know that. That's why we're here. We're getting your input in this, and we're getting input in this, and we're getting input not orly from your tribe, but other tribes here at this meeting, that you don't like it, that it's hurting you. And that's what we're here to find out, for you to tell us that.

MR. SOMDAY: I have a follow-up question. I asked you earlier, and you said because regulators didn't understand the difference between the tribes using Class III; and I asked you who, and you said "we," meaning the NIGC. Okay, IGRA and public -- Executive Order 13175 says Indians will be the primary regulators, not NIGC.

We know the difference between Class II and Class III, so where's the problem?

MR. CHONEY: Well, sir, I hate to disagree with you on that, but I don't agree with you on that, because we go out to all these states, and it's Class-II states, and we walk into some of those facilities, and all we see is Class-III machines. So somebody in that facility doesn't know the difference between Class II and Class III, and they're

regulators.

MR. FINLEY: I'd like to say, though, on that -talking about appearance, and especially in this state -- I
would think in most states, it would be -- Class III is
defined by the compacts. And then Class II, or anything in
between there, would be defined by the tribe; that's a
sovereign-nation issue. And this is taking that away from
the tribe.

And, as a regulator, I'm kind of concerned that a lot of these proposed regulations that are being put out are based on appearances. You know, I mean, the appearances — that's, like, really what they have on a lot of those machines, are just a movie. I mean, you've got a bingo game going there, and then it shows a movie. It wouldn't matter if it's Harry Potter or a picture of a reel, you know.

And I think -- and that kind of concerns me, that you are trying to set up regulations based on appearances only -- or not, maybe, only; but, you know, the speed of the game and appearances. And I think that, primarily, the issue goes back to leaving it to the tribes to decide what is Class II; and maybe with the NIGC.

But, I mean, that's the way our group is set up. Class I is for the tribe, Class II is for the tribe and the NIGC, and Class III is determined by the tribe and the State. And this is taking a lot of the decisions away from the tribe

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and moving it over into where the states are now in control of it. And I think that's what bothers me about these proposed regulations.

MR. SOMDAY: It's taking out due process. You can't appeal the decision.

MR. BELLIS: I think the other thing that makes us different and that we want the National Indian Gaming Commission to acknowledge, is that every tribe is different, for each of us is a sovereign, so we're interested in talking to you about our particular relationship and our particular regulatory environment.

It may be so that, if you go to Utah, something else happens, but we're not in Utah. We're where our homeland is, and that's what we want to talk to you about.

And the other thing we want to say is that, in Washington, as you know, Class III is regulated to the point where it's barely Class III. I mean, we're talking about, essentially, lottery games or pull-tab machines, that they're electromechanically aided and therefore fall into the Class-III definition. But it is the real shallow end of the pool when you talk about Class III.

And so, for us, having a wide and exciting variety of Class-II machines is very important, because we are not competitive, because of our geographic location, without having as many advantages as we can. And what we see when

you focus on appearance in the regulations and you focus on things like slowing down play -- we fought for over two and a half years, with the State, about improving the speed of play on the Class-III machines by barely a second. But it was worth it in terms of keeping public interest up and making the games more interesting.

We spent years fighting about exactly the kinds of things that you're now just -- we perceive as sort of nonchalantly laying out there. And these kind of appearance changes really impact, especially, a tribe like ours, that's in a remote geographic lotion. We need the best, most exciting things we can find. And if it takes a movie of Harry Potter to make it happen, then that's what it takes.

I don't know. Sometimes I'm just stunned at the things that people think are fun to play, but they do. And that's not my job. My job is to try to make sure that we have the maximum opportunity possible.

And what I think this tribe is concerned about is that we don't see that these regulations foster what IGRA was intended to do. We see this as shutting down economic opportunity for us and for other tribes in a similar situation.

So we're asking you to really take a look at this and say: Is this necessary or appropriate to do? And when you focus on appearances and slowing things down, is that really

helpful? Is that really going to do anything that benefits tribes in light of all the regulatory power and legislative threats that are out there anyways? Is this in any way going to dovetail with what's going on?

And if you're planning on this dovetailing on what is proposed but not yet adopted, we ask you to wait. We really think it's important that you have the legislative authority to do these things. So if Congress has not yet acted, if the good senator has not yet got his bill through, we think it's premature to be jumping to his tune, because his tune is not what he tells you personally. His tune is what he can enact.

MR. SOMDAY: One other issue. Because of the technological changes, the redesigned electric games or whatever you call it, the manufacturer is going to have an extreme difficulty getting funded. You can go to some bank for a few million dollars to furnish 500 machines for the tribe, and that's Class III. His machines are not -- you've got to have money. Money-lenders are going to know that, but it's going to be very difficult to get any Class-II machines designed and built and provided.

MR. CHONEY: Well, we've heard that also, about the lending institutions, that they're going to be very reluctant to lend the tribes any money for manufacturers. And my personal thought on that is, you know, that should

not affect tribes. You know, that's going to affect the manufacturers. They'll come up with the funding, if they don't already have it.

MR. SOMDAY: That's if we're going to get new machines, viable machines, and not be liable to lose those machines because they're Class III instead of Class II. And there's no appeal. That's not good either. Is that fair?

MR. CHONEY: Can you answer that?

M\$. COLEMAN: Well, with respect -- you're talking about the processing for the certification. And one of the things that we did note is that, although there's an appeal process if we object, there's no appeal process if there is a determination that it's Class III and you disagree. And we hear you. We'll look at it. We understand that's an issue that we need to address in the proposed regulations. Because there needs to be a process.

MR. JOSEPH: In the state of Washington, when you put out RFPs for a machine, the response from manufacturers is basically: Yeah, we can make it, but Washington is such a niche market because of the way the state is so process-oriented, and it's not worth their time and trouble to try to make those kinds of machines.

I don't know if what you're proposing is going to make it even smaller. But it has been a problem for us.

MR. CHONEY: Well, the experience we've had with

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manufacturers over the years, technology is changing so fast that they'll keep up with it. They'll come up -- because they're going to have a vested interest in this. They're constantly contacting us and constantly contacting Penny and her other staff attorneys, for opinions. They'll come up with a prototype, and they'll say: Are we within the ball park on this? Especially if it's a Class-II machine, newer machine.

M\$. COLEMAN: Commissioner Choney, we're running out of time. I did want to ask one quick, additional question. Do you have Class-II games now? Do you have Class-II machines?

MR. WILLIAMS: Yes. Not many.

MS. COLEMAN: Not many?

MR. WILLIAMS: There are plans that are looking for some. And right now, we have Class-III machines. They're MegaMania.

MS. COLEMAN: They're the MegaMania? They're the old MegaMania? Oh, really. How old -- I mean, how many do you have of those?

MR. WILLIAMS: Four.

MS. COLEMAN: And do people still play those?

MS. ADOLPH: They love them.

MS. COLEMAN: They love them? There's enough people to keep four machines busy?

MR. WILLIAMS: Oh, yeah.

M\$. COLEMAN: And are they just linked in-house? Is that how you're doing it?

MR. WHITENER: They're right there.

MS. COLEMAN: Okay. But you're looking at the quicker ones as far as the ones that you're going to be bringing in?

MR. WHITENER: Yes. Colville is, like I say, remote, and the casinos are part of the compact, the normal 675 by Washington State, their machines, and that's not very many when you split that up among three casinos. That's the main issue.

MS. COLEMAN: How close are you to reaching that 675?

MR. FINLEY: We're there.

MS. COLEMAN: You're there. Okay.

MR. DIDESCH: The other thing I would submit to you -- and Rit alluded to it -- there's an argument that there is not Class-III gaming in Washington, because of the requirements -- and some of us, as we talk about the technology you're talking about, you could argue that when you litigated the case, Penny, many of the issues you were raising in that case is a better game than what the State of Washington was willing to negotiate.

And if you look at the parameters -- so with your

assistance, NIGC, you might be able to give us an opinion letter saying all the games in Washington are Class II, and therefore, we don't need to compact with the State, because that's all we play. Food for thought.

MR. BELLIS: That's one of our final comments-MR. FINLEY: It works both ways.

MR. BELLIS: --that we think is very important for you to hear from us, is that, because of what happened in the Seminole litigation and because of what's happened since, in the development of the law of compacts, Class II is really the last refuge for tribes that want to be self-regulating and self-fulfilling without having to deal with a troublesome state. We ourselves had -- you know, we had a bad-faith lawsuit, and ours came out different because it was pre Seminole.

But we think that, by doing what you're doing here, you're also really narrowing down what every tribe's options are; because, in many ways, our relationships with the states are entirely dependent on their local politics, which is a real bad place for a tribe to be.

And we think that, by tightening down on Class II--we think, prematurely--and without, perhaps, sufficient authority to do so, you're really going to narrow down the options for every tribe in the country at a time when they need to have those, because United States Supreme Court said

that what Congress wanted to give tribes in IGRA, they can't have.

MR. CHONEY: Okay. I thank you for your comments, and if you haven't already provided a written comment, feel free to do \$0. If you have one you would like to leave with us or if you would like to work on one, again, get it to us as soon as possible, and we will take your comments into consideration.

MR. FINLEY: When we get a copy of the technical standards, we'll have more comments then.

MR. CHONEY: Okay. Thank you.

(The consultation with the Confederated Tribes of the Colville Reservation concluded at 3:15 p.m.)

APPEARANCES

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For the Nodksack Indian Tribe P.O. Box 157 Deming, Washington 98224

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Edward Wurtz, Legal Counsel Mike Jeffries, Gaming Commission Director Mike Wootan, Casino General Manager Narcisco "Narz" Cunanan, Tribal Chairman Bill Colemen, Tribal Council Scott Taylor, IT Director Rick Garcia, Tribal Council Candace Kelly, Tribal Council Sandra Joseph, Treasurer

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Gary Kentner, Director of Operations Kent Caputo, Attorney

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(The consultation with the Nooksack Indian Tribe began at 4:02 p.m.)

MR. CHONEY: My name is Chuck Choney. I'm associate commissioner with the National Indian Gaming Commission. With me is Penny Coleman, our acting general counsel. From her office is Mike Gross and John Hay. And from our Portland office is Randy Sitton, regional director, and Rayanne Morris. And seated next to me is Natalie Hemlock, from our NIGC staff. And Alan Phillips, from our Sacramento office. He's a field investigator. I guess you want to provide us with a PowerPoint, so go ahead and proceed.

MR. CUNANAN: Okay. I just want to say a few words. I brought everybody that is involved in our property, everybody that's important on this casino, which is with the Nooksack tribe. So these regulation changes are real important for our tribe.

And Sandra is going to speak, and then we're going to start off with Mike Wootan with PowerPoint. So I want to thank you again for your time.

(Showing PowerPoint presentation.)

MR. WOOTAN: I'd like to give everybody a quick presentation. This is a presentation that we went through the community, starting back in early May, and talked about this project that we had really started on a year ago and had commissioned an environmental assessment of the property, done some traffic studies, and taken a hard look

at the trust land. The tribe had asked me to engage in the fact finding, to see if it was feasible to build this property. We had a feasibility study done and then followed that process. We later went out and had some community meetings with the communities that would be most affected around the property.

And a little bit about the tribe, for those of you who don't know. The tribe is located 75 miles east of Bellingham, in the small town of Deming, Washington. The tribe was recognized in '73; and there's 444 1/2 acres; 1800-plus enrollment; and the tribe is governed by elected officials: chairman, vice-chairman, secretary, treasurer, and four council members.

The project is Nooksack's Northwood Crossing Casino. The general contractor would be the Nooksack Construction

Company. That project is on 20 acres of pre '88 trust. It would be a 35,800-square-foot casino, about the same -- it's a little larger than the present Nooksack River Casino.

That casino would create 250 jobs and \$6 million in annual payroll for that area.

The Northwood Crossing Casino would have 500 Class-II gaming devices, a 30-seat Class-II poker room, 150-seat restaurant and buffet, a 40-seat sports bar and pizza bar, and a gift shop.

This is a picture of what that casino will look like when

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it's completed. A picture of the floor plan. Northwood Crossing. And these are some recent photos of that construction site. Most of what's going on right now is ground and fill work. You can start kind of seeing the shape of the casino floor plan show up.

And we just went through a few pictures of kind of what's going on up there where it's located. These are tribal members working. Nooksack Construction is, again, the contractor.

MR. CUNANAN: One thing I want to add is:

Nooksack has got traditional financing. There's no

partners, there's no 25 percent or 30 percent going to the

outside communities. It's one thing we're really proud of,

you know.

MF. WOOTAN: This was something that the tribe was able to accomplish over the last two years, was to position themselves with traditional financing, and this was a big thing. We were in private financing prior to that. So the ability to go out and finance a project like this with commercial financing was very big for the tribe, and it keeps most of the revenue within the tribe and working with the tribe.

For those of you who don't know -- and I'll try to set this map up on PowerPoint, to give you on idea of the remote location of Nooksack River Casino, which is east of

Bellingham. And where the Northwood Crossing Casino would be is right on the Canadian border. It literally is -- probably, about 400 yards to the back of that property is really right on the Canadian border.

But it's still a very remote location and would be not unlike the Nooksack River Casino. A lot of marketing work to get customers to come to that property. It certainly has a much nicer location than the Canadian border crossings.

We're about 60 percent Canadian customers at the Nooksack River Casino, and we expect that casino will probably be a much higher Canadian ratio of customers. And, of course, we're always, in Whatcom County, trying to get the Canadians to come across the border and spend their money. Any questions about that?

I'll pass these out to the -- you probably want -- I think Sandra is going to speak next.

(Bound presentation is distributed.)

MR. WOOTAN: Along in that packet—and you can follow along with Sandra's comments—are some testimonials for some school districts who are our neighbors in Deming right now. It talks about the great relationship that this tribe has bonded with in the 13 or 14 years they've been in business. So we really are next door to a high school. And that was the big issue 14 years ago. And we've developed a fantastic relationship with that school system. Thank you.

M\$. JOSEPH: Again, my name is Sandra Joseph, and I'm the treasurer for our tribe. I wasn't expecting it to be so crowded in here. Okay. I'll plug away at this.

"IGRA did not confer the right for gaming to tribes. It was" -- "it limited our rights. IGRA also reserved Class-II gaming to the tribes, free from interference by the state governments. The spirit of IGRA and Class II was to give the tribes a product that would ultimately compete with Class III machines. It would also allow tribes to have a bargaining chip in Class-III negotiations. Class-II machines help the tribes make a profit in gaming. Your regulations take all of this away. How can your regulation take away what Congress has given the tribes? These regulations do not seek to regulate. They seek to eliminate Class-II gaming from the tribes. How can you regulate a thing out of existence? And how can you, in good conscience, do this?

"These regulations seek to change court decisions won by the tribes, on Class-II machines. Only Congress can modify non-Constitutional court decisions. What the Department of Justice could not obtain in the courts or the halls of Congress, they seek to do so through you. I understand that the NIGC was an independent federal agency. Why is your agency carrying firewood for the DOJ?"

I have to come away from my notes, and I have to say that

I'm speaking on behalf of my tribe. And what we're dealing in building another casino is to make things better for our people, for our children, for our grandchildren. I have grandchildren that I have to watch out for, which -- and now, to speak --

You know, I don't know. These are written for me, but I think this is our only way that we can make funds for our tribes, because, I think, as you guys know, that the federal government keeps cutting; keeps cutting our programs. They keep chopping away. And how are we going to -- how are we going to support our tribal members?

What are we going to do for them? What are we going to do? Like some of our elders say, what are we going to do when we need a pair of glasses, or our children, our grandchildren?

So this was economic development to our tribes. I don't understand, I guess. I don't understand why this is happening. Why -- why are you taking away from our people? Why are you doing this? I can't understand it.

I thought I was going to be able to read this, but, you know, it upsets me, because, you know, I just can't understand why NIGC and IGRA...

MR. CHONEY: Ms. Joseph, let me answer part of this. I don't know who wrote this for you, but they're wrong. We are not intending to deprive you and your tribe,

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or any tribe, of their livelihood. We're seeking to make it better.

We're seaking to clarify some regulations that are vaque. And in a lot of states, a lot of areas, they are confusing, and the tribes are suffering because of this confusion. we're hoping to clarify. We're hoping to eliminate this confusion.

A lot of tribes out there are now getting themselves into some difficulties with us because they're in violation with the statute, because they're Class-II states, they're Class-II fadilities. People walk in those facilities, thinking they're going to see some Class-II machines, and you can't -- you can't tell. They've had vendors come in there selling them Class-III machines but telling the tribes that they'rd Class-II machines, when, in fact, they're not.

And we've also had a lot of tribes ask us: "We need some help in understanding these regulations. We want to go out to buy some new machines, update our machines, either buy them or lease them. We don't know. We don't know if these vendors are being truthful with us."

And that's happened more and more times than not. who pays for it? The tribes. What happens to the vendors? Nothing. It's the tribes who ultimately suffer. And we certainly -- certainly don't intend to deprive any tribe of their livelihood, but what we feel like: It's bettering

these regulations.

M\$. JOSEPH: I guess the other thing -- well, I would like to know: If you're making it better, I don't understand how it can be better with the way the regulations are coming forward about the prohibition of autodaub; then the 10-second delay; the display restriction; two-screen, multiple-card display requirements.

I think that's -- I think what we decided is that that is making the game go backwards. And we know that we have a hard time -- we shouldn't be going backwards. As Native people, we always look forward, but I think what this is doing is pushing us back.

And I think what you're talking about is progress. I know -- and I talked to my fellow councilmen. They always say -- you know, the papers we have to live by nowadays, it comes from nonIndians, people that come into our land, and we have to abide by everything that is on paper. You know, we never had to do that before. I don't know if you understand that.

But we always -- what I was taught: to always move forward. But, to me, what is getting sent to us is setting us back, and I don't understand that. So --

MS. COLEMAN: Well, I am nonIndian, so you'll have to take what I have to say with a grain of salt. The chairman and the associate commissioner are Indian, and they

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ultimately make these decisions, but let me try to explain why I think that we felt like we needed to move forward on regulations.

Recognizing that any one of those things that you mentioned specifically are subject to change and it's the kind of thing that you should be telling us what the problems are and why you don't think they're appropriate -- but the reason why we're moving forward on this, the reason why we feel it's necessary, is because tribes are doing things like building casinos around a Class-II game, and they're doing it not knowing whether or not their game is actually Class II.

And there are tribes, like Seminole Tribe of Florida, where we closed them down, and they are paying off on a \$9 million fine, because they were playing Class-III games.

And the Commission doesn't want to place tribes in that kind of position.

They're obliged to regulate, just as your tribal gaming commission is obliged the regulate. And the way we provide advice on whether something is Class II, right now, are advisory opinions that are issued by our Office of General Counsel, or through enforcement actions. And so we try to do a lot more advisory opinions than we do enforcement actions, because advisory opinions at least just give advice and don't put you in the position where you end up having an

NOV or closure order against you.

But the advisory opinions only deal with a specific game at a specific time, and they don't deal with any of the changes that you might want to have in the machine. They don't deal with any of those kinds of things. And our advisory opinions are always too slow, too late; you know, you've already moved on by the time we've got one out.

And so the Commission, in looking at this, has tried to figure out: How do we do this? And how do we do this better so that tribes will have some surety that what they're doing is going to be legal but it's not going to be subject to actions, so that the beautiful casino that you're planning is going to be profitable and still in compliance with the law? And that's why they decided to proceed with the regulations.

Now, why are there some things in there? One of the reasons why those things are in there is because we were looking at the statutory definition of bingo and trying to put meaning to those words. And when we're looking at some of the kinds of things that we're talking about, that are in the draft regulations, it's because the courts have said and the Congress has said that Class II and Class III should be readily distinguishable and that you could tell the difference between a Class-II game and a Class-III game.

And so we're trying to make that difference, to establish

that difference in a reasonable way. If it's not reasonable, you know, the Commission is willing to change and is interested in exactly what you think is wrong.

But I do know that they aren't trying to stop Class-II gaming; definitely not trying to stop your livelihood.

They're trying to put you in a position where you will know that what you're doing is not going to be subject to action; that the U.\$. Attorney's office won't go after you for a Johnson-Act, gambling-device criminal action, so that you won't be subject to those kinds of issues. And so that's why they're looking at this particular regulation.

MR. GROSS: That's one other concern that Chairman Hogen has mentioned. If he had perfected the ability to speak in two different places at the same time, I'm sure he would respond himself.

But thank you for this, by the way (indicating to handout.) We'll enter it into the record in its entirety. Your heartfelt questions are much more helpful.

Your central question is: Why? Why do this at all? And one of the concerns that Chairman Hogen has articulated is: Well, there's been a lot of talk about not being able to distinguish Class-II games from Class-III games.

And while we may visit particular places and people will say to us: "Well, it's clear to us," but that's well and good. But the chairman's concern and the Commission's

concern is: Well, there is pushback. There's pushback against the tribes, by the states.

What happens when the states -- what happens to your rural casino on the Canadian border if the State of Washington decides to legalize a game much like the ones you're offering. Then the challenge is that much greater for you to get people to go to your new facility, when they could go to downtown Seattle, say.

And that's happening in Alabama, for example. The State has legalized games very similar to the ones that the tribes offer in places that their customer base find more successful. And so the chairman's take, is: "Look, not on my watch." He doesn't want the damage to Indian gaming on his watch and the watch of this Commission. So that's another reason why.

MR. CAPUTO: The tribe sees these regulations as making the Class-II games unprofitable. We have Class-II games in our Class-III casino. Mr. Wootan could explain how those are working in our casino.

MR. WOOTAN: When we were looking at this property, we were going on what we have experience with.

We've already experienced, you know, the use of Class II.

The Nooksack tribe -- the Class-II machine versus the Class-III really deal with what's inside the machine. These new regulations are going to make, according to the tribe's

view, our Class-II facility not profitable. The autodaub, the 10-second delay, the screen restrictions.

We followed all the regulations, all the laws, up to this point in order to get our financing done, in order to build this new casino. And we kind of feel like the rug is being pulled out from under us.

The tribe is -- we're finishing up our due diligence for our loan. We're going to be greatly in debt, and we're taking a risk on this Class-II casino; and now it looks like we're taking an even greater risk than we thought before, and it's because of these regulations.

We've stayed in contact -- I've spoken to Ms. Coleman on the phone a couple of times, about our Class-II facility.

We sent a notice in, to NIGC, that we were going to open up a Class-II facility on land that's legally allowed to open up a Class II. The governor of the State of Washington has concurred that it is our right to open up the casino. We have no opposition from the State or local governments.

And our concern is that: What's going to happen if these regulations are passed at the end of the year and we have an opening in March and we have machines that nobody wants to play and we have invested millions and millions of dollars? It's going to be a tragedy to the Nooksack tribe. I don't have much more to say.

MR. CUNANAN: Let me comment on your comments.

Our tribe has been in the gaming business for over 10 years now, over a decade; and for new competitors to come in, that are not experienced in gaming on our area, for us -- for them to make us fold would be a pretty hard thing to do.

We survived. We are survivors. And competition is good.

And, you know, we relied on Canadian dollars for so long.

When the dollar busted up there, it almost closed us. It closed a neighboring casino. You didn't know about that.

We're survivors. If the State opens up those machines, that's something we have to deal with. We will deal with it, and we will compete.

As far as the regulations, what we're hearing from our attorney and Sandra: It's a machine killer. That will kill those machines, and we will not be able to compete with anybody with them. Nobody will play them. I know we're out of time, and I really appreciate your guys's time.

MS. COLEMAN: Could I ask one quick question? Caryou tell me, real quickly, about the Class-II machines that you do have? How many do you have, and how are they playing, and are they one-touch, or the three-touch, or --

MR. WOOTAN: Yeah. We've been offering those machines for over two years now, and we have about 30, just under 30, on the floor. They're two-touch. We have letters from NIGC stating that those are classified as Class-II games.

They have the three-and-a-half-inch bingo screen. There are very -- they're definitely distinguishable from our Class III or "Class 2-1/2." They're not a traditional slot machine. They're a central-determination-system machine. And they have really competed head-to-head with what we have on the floor. They're not overproducing; they're not underproducing. They --

And all the work that the tribe has done for the last year and a half was based on that product that we've operated so successfully, with NIGC's blessing, that have passed through two Circuit-Court rulings, that we feel meet those definitions.

And by changing those definitions, it would certainly dumb the game down, if I may use that term, to a point where it wouldn't compete in this casino that the tribe's trying to develop. It's not a behemoth casino; again, a very small, boutique casino.

> What games are those? MS. COLEMAN:

MR. WOOTAN: We have Bally's games on the floor right now.

> MS. COLEMAN: So is that the Mystery-bingo type?

MR. WOOTAN: No. They're the Bally's Class-II, three-and-a-half-inch bingo screen.

MS. COLEMAN: Well, I'm trying to figure out: Which advisory opinion do you mean? Do you remember?

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MR. WOOTAN: I can't. I don't remember the opinion. We certainly did our due diligence in clarifying that before we ever purchased the machines and put them on the floor. I know that's very important to the manufacturers, to have the letter from the NIGC, because I know NIGC stopped issuing letters to several manufacturers during the MagaMania issues. When that was all going on in Oklahoma, we watched it very carefully.

It was a big risk for the tribe to put these Class II on the floor to test, but once we tested them, they, again, became an equal-playing-field product. You know, this, again, started a year and a half ago, started the idea of developing a casino, again, in two very rural locations. It will be very hard to market. It will be very hard to get people to. Typical -- you've got games being played out in tribal country all over the United States.

MR. CUNANAN: And that's really what our customers are used to. That's what they like, and for drastic changes like this, it's -- well --

MR. WOOTAN: It would, again -- and here we are, you know, a couple of million dollars into this project, to the point of no return. And, you know, really, you know, looking forward in terms of these changes would be devastating to this project.

And this project -- certainly, the State of Washington is

the biggest risk, just because of where we are in the project. We're on -- you know, we're under construction. We have our order in. We've ordered steel, we've ordered concrete, we've ordered rebar. So it's -- again, it's a devastating blow. To open this casino in March 2007 with a product that won't compete, it would be a disaster for this tribe, an absolute disaster.

MR. CUNANAN: I want to end, real quick, with our gaming revenues and what it allowed our tribe to do. One of the most important programs is a youth program that they have. When our tribal members turn 14 years old, they come to the tribal center, and they have a job for two hours every day.

In order for our kids to keep that job, they have to keep a 2.5 grade average. If they don't, we don't fire them or anything. We make them go to tutoring for an hour, which we pay those kids to go to. The last three years, 100-percent graduation from the Nooksack tribe; something we're real proud of.

We're building a lot of houses right now. We're building a great-big community center, and we're building a satellite -- we're scattered all over Whatcom County. We're building the satellite Boys & Girls clubs and putting computer rooms in there, for our children to go and do their homework under a supervised setting. So those dollars are

real important to our tribe.

MR. WOOTAN: I just wanted to speak to what Sandra was saying earlier, about the federal government's responsibility to the Indian tribes. Everything that's going on, the health dollars and discretionary dollars, the war in Iraq and everything, they've been cut; and we still have tribal members that are needing healthcare and that want to go to school, go on to higher ed afterwards, with the tribe.

And the federal government is pushing us to come up with creative ways to do these sort of things, and that is exactly what we're doing. You know, we're trying to have a tribal government, trying to provide for our tribe, so that they can all do what they're supposed to do.

I appreciate your concern about the tribe not being able to tell the difference between black and white, but I think Randy and -- sorry -- Randy can tell you that. If our tribe knew we were doing something wrong, we would be the first to know. Mike keeps a close eye on everything. Our casino management, our casino crew is making sure that things are going right.

MR. GEORGE: An example of the federal budget is:
10 years ago, we had just over 800 tribal members. We have
1800 now, and we're still getting the same health dollars as
we did 10 years ago. Any last words? Thanks again.

MR. CHONEY: Okay. Thank you for coming in.

3 (The consultation with the Nooksack Indian Tribe concluded at 4:36 p.m.)

APPEARANCES

For the Skokomish Indian Tribe: N. 80 TC Road Shelton, Washington 98584

Denese LaClair, Chairperson
Debra Byrd, Tribal Gaming Director
Gabe Galand, Attorney
Mystique Hurtado, Internal Auditor/Licensing Agent

(The consultation with the Skokomish Indian Tribe began at 4:44 p.m.)

MR. HOGEN: Good afternoon. I'm Phil Hogen, chairman of the National Indian Gaming Commission. With me is Chuck Choney, the associate member of the commission, and today we're the full Commission. With us, we have Randy Sitton—and Rayanne here—our regional director from Portland, who I expect you know; and John Hay, an attorney in the Office of General Counsel.

Our acting general counsel is Penny Coleman, who is here with us; and Mike Gross, who is an attorney in her offices; and Natalie Hemlock, who just walked in the door, is an assistant to the Commission in the D.C. office; Alan Phillips from our Sacramento office, he's here; and Gary Peterson also is in the Portland office.

We're assembled here in Tacoma, on the 25th of July 2006, to discuss proposals that the National Indian Gaming

Commission made in the Federal Register on the 25th of May, which we published a couple of sets of proposed regulations—one dealing with definitions; one dealing with proposed classification regulations—addressing the subject of distinguishing equipment tribes can use for Class—II Indian gaming and doesn't require a tribal/state compact, from electronic facsimiles of games of chance, that require a Class—III compact.

So we are eager to hear what you folks have to say and the advice you have to offer us when we consider whether we

will adopt and finalize regulations along these lines. So to begin, if you would please introduce yourselves and tell us how you're affiliated with the tribe and with the tribal gaming so the court reporter will know who is doing the talking. So we are eager to hear what you have to say.

M\$. LACLAIR: Denese LaClair, chairperson for Skokomish Tribe.

M\$. BYRD: Debra Byrd, executive director of gaming for \$kokomish Tribe.

MR. GALAND: Gabriel Galand, outside counsel for Skokomish Tribe.

M\$. HURTADO: Mystique Hurtado. I'm the internal auditor and licensing agent.

M\$. LACLAIR: So I'd like to go ahead and start, and the first thing that I'll say is: I object to this process as a government-to-government consultation. Let me tell you why. I mean, there's probably many, many reasons why; but, for me, I just got the letter on Wednesday, and we had to fax our request to get some time. And I'm not sure -- I'm sure that we're not the only tribe that has trouble with mail, but I just got the letter.

I'm not familiar with a lot of the issues, so I'm going to ask Debra and Gabe to speak to those. But also to let you know that we are a small gaming tribe. I think, right now, we have 81 machines, and we're going to expand to 150.

But we depend heavily on our leasing capabilities. So we are hopeful that we can keep our leases out and put Class-II machines in our facility. So it does mean a lot to us. It could mean a lot for our tribe financially.

We're a tribe of approximately 800, and so we do depend heavily -- I mean, we've been able to increase our budget close to a million dollars a year, depending on the -- for the lease fees, so it's something that we are dependent on. We know that our revenues will go up substantially with Class II machines in our facility. So that's really all I have to say, and Debra will cover the more technical things.

M\$. BYRD: Well, one of the main concerns that we have are some of the restrictions that the new regulations have. Like, for instance, we have so competition (sic) right now, with different games and getting different vendors. And Class II will open that up where we can get more lucrative games and compete with some of the bigger tribes, you know, for -- just to get some people in.

We're in a remote area, and if we have to put these -- we use Class II, and we have 51 percent of the screen is going to be a bingo card, people are going to go to other casinos. They're not even going to stop by and visit our little facility.

And if they have that delay -- because I have where it's going to be a 10-second delay, you know, from the first time

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you push the button till you actually see what you have.

That's going to bore people. They're not going to want to play on the Class-II machines.

And I really feel that this is really restrictive, and if it was something that was going to really benefit tribes — you know, where we could do something to promote sovereignty; but it's — I kind of feel like it's unfair that you guys want to come and change the rules and make it less profitable for tribes.

So those are some of my concerns, and I'll let Gabe talk, too, and I'll talk about some other concerns that I have.

Thank you.

MR. HOGEN: Thank you.

MR. GALAND: Well, I'd like to be a little clearer about the objection that the chairwoman raised at the outset as to what the Federal Register means by meaningful government-to-government consultation. And with all due respect—and we appreciate how hard you guys are working and that you could meet with us today—we don't believe that 15 minutes and what we could achieve under the question and answer dialog in 15 minutes is meaningful government—to—government consultation.

Again -- and meaning no disrespect by that, but our understanding of government-to-government means it's not such a short time period to comment, and, certainly, on such

an accelerated track. That's just -- as Chairwoman LaClair described, having received notice not even one week ago, as far as we know. So again, we appreciate the efforts you've made, but we are here, respectfully, under objection to the premise that we are here meaningfully negotiating government-to-government. We simply don't think that's the case.

MR. GROSS: Mr. Galand, did you chose 15 minutes, because we tried to block out times for the tribes in 15-, 30-, or 45-minute blocks, leaving it to the tribe to decide how much time they wanted.

MS. LACLAIR: You know, actually, none of us decided. We were just told -- I think it fell into the tribal secretary's hands, and I think she just went ahead and crossed it out. Maybe she couldn't get a -- like I said, mail and getting things out, at least at our tribal level, is not always easy. So it was on a fast track, and maybe she couldn't get ahold of me that day, felt an urgency to get it in, and just said, "15 minutes. Let's go ahead and get it out."

MS. HEMLOCK: The actual letter that went out was dated -- to the tribes, noting government-to-government consultation process, was sent out on June 6th.

MS. LACLAIR: And that's a problem for us. We had an election that year -- not that year.

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That month, and so I think things may have gotten caught up in the former chairperson's mailbox. And then I got them delayed, you know -- I don't know -- over a month delay.

MR. GROSS: We've heard comments from a number of tribes about asking for an extension, that the Commission extend the time for comments, that the Commission add a public hearing, and this is something that the Commission is very seriously considering. Does that go aways to addressing these concerns and objections that you have?

M\$. LACLAIR: I think that it would be helpful.

MR. GALAND: I think it's certainly a start. I think more than comment, our feeling, in all candor, is that if we're being force-fed a set of proposed rulemakings. I think a public hearing and some notice and opportunity to be meaningfully heard would go a long ways toward satisfying government-to-government consultation.

And, by analogy, if you look, for example -- not to say too much -- at the National Historic Preservation Act, that requires the federal government to consult with tribes on a government-to-government basis for satisfaction of that act, and federal courts have made it very clear that the form letters are not sufficient in terms of government-to-government consultations.

So with all due respect to the letters that were sent -- and we appreciate how difficult it is for you to work with

so may tribes, there probably are better ways to communicate offerings such as this. Maybe the Portland regional office. The gentleman we met outside, Mr. Peterson, has personal relationships with people. You know, I appreciate it difficult to sometimes pick the form, but that's probably the preferred means of securing our attendance at a meeting like this, and giving us the notice that we think we need to be here.

Again, appreciating that's a major headache to administer. But a form letter saying, at some point in advance of this meeting, which you see, in some respects been lost in the shuffle given how busy elected leadership are, it's simple insuffice. And it was news to us, sitting here today, that we had 15 minutes.

So all I have to say is we could both do a little bit better to ensure that the government-to-government consultation process is improved.

MR. HOGEN: Yeah. In that connection, we maintain a Web site, and we probably, soon as we make decisions, like coming to Tacoma for a consultation, announce it like that. And so we will try to do a better job of getting the announcements out early and to those tribes that have a difficulty communicating by letter, with, perhaps, making some phone calls to the. You might want to monitor our Web site from time to time. And you might pick up on something

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"ahead of the game," so to speak, to find the advance notice.

MR. GALAND: Let me follow up on something I said. I mean, we are sitting here with the opinion that nothing we say will really change the outcome. The train is already on the tracks -- and we known how hard you've been working. We've been following the developments on those for many months; and the train is now squarely on the tracks and it has left the station, and it's probably not coming back as a result of anything we have to say.

We look at the published comments here, from the Federal Register, about the tribes strongly disagreeing with the decision made by the Commission, strongly advocating no change to the current regulation definition of, quote, "electric or electromechanical facsimile, end quote, of a game of chance. Then it concludes, "Accordingly, the Commission concluded it could not accept some of the tribal representatives recommendation in formulating the proposed rule."

So there was some disagreement at some point in time. Ι don't believe, from what I understand, that tribes were actually asked to help put pen to paper in promulgating this proposed rulemaking. But at some point, some comment, I assume -- some constructive comment was offered; and it sounds like, as this Federal Register notice was styled --

on some level it was done away with.

Now, that may not be fair, but the sense we have here is:

Nothing we say or nothing that may have been said prior is

going to do anything to bring that train back to the

station. It has left the station, and it's permanently

headed towards wherever the NIGC believes it needs to head.

MR. HOGEN: Yeah. I think the train has left the station, so to speak. We've been trying to do this for a couple of years now. And in that connection, we assembled an advisory committee. We went through, initially, five drafts; each successive draft contained changes. Not all of those changes were the result of the advice we got from the Tribal Advisory Committee. But certainly, a lot of them were.

And I expect, if and when we decide to finalize these proposed regulations, there will be changes from what we've proposed and what is finalized. I expect some of that will be as a result of what we believe these discussion -- what those discussions around the actual mechanical Minimum Internal Control Standards or what we have identified.

MR. GALAND: And just to be clear, again, hamstrung by what ability we've had to repair, we are of the position, as were the representatives that participated in that process, that no change to the current regulation definition of "electric or electromechanical facsimile games

of chance" is necessary.

We simply don't believe that it's necessary. I believe there are rulemakings in place from 2002 that already provide the guidance the industry needs, that Indian country needs.

You all known as well as anybody that the Circuit Courts from across the country--Ninth, Tenth, D.C., among others, have repeatedly held in favor of the tribes or in opposition of challenge, the Class II versus Class III distinctions are not there.

We appreciate that the Department of Justice may have a bad taste in its mouth relative to those decisions, but with all due respect, we believe the guidance is already there as a matter of NIGC rulemaking, and we believe it is crystal clear as a matter of repeated federal-court opinion on this topic.

Let me just pose a couple questions, if I might, unless the leadership had other questions.

MS. LACLAIR: No.

MR. GALAND: I am not an expert nor really familiar with some of the federal laws cited in the Fed Register dated May 25th. But the suggestion is under at least two laws -- the Small-Business Regulatory Enforcement Fairness Act and the Unfunded Mandates Reform Act, that this rule will not have an annual effect, on the economy, of \$100

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millions or more.

And just thinking, off the top of my head, about Class-II operation, whether it was Oklahoma, if it was in Florida, or burgeoning Class-II operations from around Indian Country and the country, and appreciating the magnitude of Indian gaming, whether Class II or Class III, how did the Commission arrive at the conclusion that hamstringing a burgeoning Class-II industry, particularly in places like Florida, where that remains the industry, will no have an economic impact of \$100 million or more?

It occurs to us, I know by these additions, that it will chill, and perhaps foreclose, any market far in excess of \$100 million. So I'm curious as to why the Commission drew those conclusions.

MR. HOGEN: Well, I think the approach we took to that issue was: There's lack of clarity right now, with respect to what distinguishes a technologic aid in Class-II gaming and electronic facsimiles of games of chance there are.

Much of what we see being played in venues like Florida are games that are facsimiles. The player touches to button once; the machine does everything. That's a facsimile. And so to the extent that there is such gaming being conducted its unlawful. It's Class-III gaming being conducted without the benefit of a Class-II compact.

That's why these regulations are needed. So the tribes and the gaming manufacturers will have clearer guidance as to what distinguishes the facsimiles from the technologic aids.

So we don't want to have to address those concerns by closing all of those facilities, fining all of those tribes, but rather, giving some guidance. NIGC was directed, in the Indian Gaming Regulatory Act, to promulgate standards, and if there's anyplace where there's a crying need for a standard -- this could clarify one of those kind of uncertain areas: What's Class II and what's Class III.

And so to the extent that some unlawful activity today might have to be modified to comply with the law, I think that's moving in the right direction, and we shouldn't fall into this dollar category that you referred to.

MR. GALAND: Well, as the NIGC envisions it, it represents that it will not have an affect on the economy of the \$100 million or more, how did they come to that conclusion, unless it's different than what we just described? And in fact, what economic impact does NIGC envision -- and the NIGC, of course, appreciates, almost to the penny, how much is actually being gamed in Indian country.

What kind of economic impact does NIGC envision will occur as a result of this clarification, as we deemed it, of

definitions?

MR. HOGEN: Well, we think the threat that currently hangs over the head of Class-II gaming, that it's undefined, will be alleviated, it will go away, because it will bring clarity to that issue.

It would secure this place in the tribal-gaming scenario for fun, attractive, profitable gaming and permit tribes to invest in the equipment they need to do that without the doubt of undertainty that currently exists.

MR. GALAND: And again, has the economic impact been quantified?

MR. HOGEN: Well, no. I mean, we don't know, right now, how much of the roughly \$23 million annually was generated was Class III, how much of it is Class II, or how much of it is purportedly Class II but actually falls into that Class-III area.

We have some estimates, but we don't have a precise knowledge of that.

MR. GALAND: Okay. From our point of view, it appears disingenuous, then, to suggest by Federal Register notice, that -- to suggest or represent that this change, this clarification of definitions, will, quote, "not have an annual effect on the economy of \$100 million or more.

It occurs to me there needs to be some more math that needs to be done to make those misrepresentations (sic).

And I appreciate that is not really the larger issue here, there are representations made here that I think require some math to be run and some things to be tightened down.

Returning to the issue you talked about in terms of illegality, the question we would is: In light of Ninth Circuit, Tenth Circuit, D.C. Circuit, and other federal court rulings on the issue of Class II versus Class III, and whether certain acts are or are not legal under the Johnson Act -- in light of that being the law of the land, at present, how are Class-II devices, as you described them, legal? Or the subject Class II machines.

MR. HOGEN: The MegaMania game has the game that have been in most of those case, I think, said, for the most part, the courts were just addressing the scenario represented in this game format.

The MegaMania game is a bingo game that you had to have 12 players before you could start to play the game. You had a big, bulky terminal that you daubed you own bingo cards, and it took a minute or more to play each of those games.

What we see on the floors today are not those games where the player had to be attentive to the drawn ball and so forth, as occurred in MegaMania, but devices that not only let the player play bingo on electric player stations but replicate what appear to be slot-machine reels. And that's okay as long as that doesn't influence the play of the game.

Under those court opinions, you can use pull-tab machines where pull tab is also echoed in a video screen.

Those machines, today, are very obsolete compared with what's being used, where the player puts their money in, touched the button once, and the game is over and the slot-machine reels appear.

So it's crossed the threshold and ceased to be Class-II gaming. It's ceased to be consistent with those opinions and became a facsimile of a game of chance.

MR. GALAND: And that's illegal?

MR. HOGEN: It's not illegal if you have a tribal/state compact, but then such game is played under the compact.

MR. GALAND: Right. And then if they are deemed illegal, why wouldn't -- I would not recommend this be the case -- but why wouldn't the Department of Justice and the U.S. Attorneys and FBI or federal law enforcement simply descend upon such an operation with, of course, probable cause to do so, and take criminal law-enforcement action, if they are illegal, as you suggest?

MR. HOGEN: I think, in part, because we have said to them, "This area is not very clear. It needs clarity. We can come up with a set of regulations that will give tribes the reeded guidance so that they can do what needs to be done and we can avoid that embarrassing, maybe

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financially disastrous prospect of criminal prosecutions against tribal operations.

That was one of the things that prompted us to get into the regulation-writing in the first place. Tribes in Oklahoma were playing such games, and they did not accede to the NIGC request to "stop playing because you don't have a compact." So consequently, we closed those facilities, all of their games, and imposed fines to the tune of \$9 million.

And that is a much more egregious, onerous approach to fulfilling the trustee's role to help keep the integrity of Indian gaming and promulgate some regulations that can clarify such a area.

MS. BYRD: In Oklahoma, did they have the same kind of games that we have now?

MR. HOGEN: Well, the pictures been evolving since the Indian Gaming Regulatory Act was passed. I think the games that they played were more of a stand-alone type of game than the interlinked games that they have now.

MS. BRYD: Then why attack the machines -- because the Indians finally can go out there and make something with them; you know, the regulations that were existing? And now, you know we made something.

I think that nobody thought that we could make something like this, and we have. And it fits all the requirements. But, you know, now you guys want to change the rules and

make it harder, and I thought IGRA was supposed to help Indian tribes. I thought that was you were developed for.

MR. HOGEN: Well, we intend to be helpful. We're concerned that the distinction that Congress intended between Class II and Class II has become so blurred that, without some regulatory definition, the industry is as risk.

I know that our time has been short. We have another tribe we promised to meet. So if there are some closing comment that you'd like to make, we'd appreciate those. And we also encourage you, with a little more time here, to send us any written comments that you might have.

MR. GALAND: Well, let's follow up with another question. What is -- as Debra just suggested, what is the public policy that is being served? You have a well-oiled machine; as you know, perhaps the most regulated industry in the country, that is Indian gaming. It's succeeding to the tune of \$24 billion as you know.

There's not a situation as we know, that is riddled with organized crime or vast embezzlement schemes of other things, as you may find in the nonIndian gaming industry. So recognized your federal fiduciary obligations you invoked earlier, to act in the best interests of the Indian people and to perpetuate policy of self-determination and self-reliance, what is the public policy that is being served in making a change that will chill a market and

ultimately throw a wrench into a very well-oiled machine that is providing excessive revenue for essential governmental services for impoverished Indian people?

MR. CHONEY: Even though the market today is growing, it's huge, \$22.6 billion -- it's the fastest growing industry in the United States today -- as you know, there are many, many critics of Native American gaming, not only in Congress but the media, the state government, the local governments, around the nonIndian -- surrounding casinos. There's a lot of critics.

You go into some of the states that are predominantly Class II, you walk into a Class-II facility, and you don't see any Class-II machines that are -- they're supposed to be Class II.

We have an obligation, the statute -- Congress expect us to ensure that these Class-II tribes play Class-II -- provide Class-II games to their patrons. If they don't, they're in violation of the statute. We are obligated to see that they play by the rules. If we don't, one of us is going to be standing in front of Congress explaining to them how come we're not doing our job.

MR. GALAND: And with all due respect, I believe the federal courts from across the land are agreeing that tribes, whether operating Class II or Class III or both types of devices, are playing by the rules. And with all

due respect to the chairman, we do not believe there is anything illegal about it. And with all due respect to the entire Commission, we do not believe that these proposed rulemakings are in the best interest of Indian country, nor are they necessary, not do they serve the interests of perpetuating the self-determination policy in communities like the Skokomish Indian community and to provide essential governmental services for their people.

And in closing, In Washington State, as you probably have hear for two days, we have reached a point of market saturation in the Class-III market. Class II is, right now, the only means for tribes, like Skokomish, who are leased out and doing their best to operate machines to create additional revenues for essential government services for their people.

So in closing, we do not believe that this proposed rulemaking is necessary. We believe that the federal courts have provided abundant guidance on this topic. We respectfully offer these comments under objection that this it, quote, "meaningful government-to-government consultation."

However, we look forward to working with you to provide more meaningful written comment, to participate in a public hearing, if that is something the NIGC will consider. We agree and advocate for an extension of that public-comment

period so that we can participate more meaningfully in such things.

And we, of course, just talked about the policy of the issues. We have not even had an opportunity to talk about the other Federal Register notice that talks about the various mechanical components to the proposed rulemakings, which we would welcome an opportunity to do at some later point in time.

MR. HOGEN: Okay. Thank you for your concerns. We'll forward to receiving these written documents. concludes the consultation.

> (The consultation with the Skokomish Indian Tribe concluded at 5:12 p.m.)

APPEARANCES

For the Quinault Indian Nation: P.O. Box 189
Taholah, Washington 98587

Randy Scott, Tribal Operations Director

Janie Figg, Internal Controls Coordinator

Becky Gilbertson, Compliance Officer, Quinault

Beach Resort and Casino

Jennifer Scott, Tribal Member

(The consultation with the Quinault Indian Nation began at 5:16 p.m.)

MR. HOGEN: This the time and place scheduled for government-to-government consultation. We're convened on the 25th of July, in Tacoma, with the Quinault Indian Nation. I'm Phil Hogen, chairman of the National Indian Gaming Commission. Chuck Choney is the other member of the Commission. Here with us is our acting general counsel, Penny Coleman. From her office, Michael Gross and John Hay, from the D.C. office. Randy Sitton is our regional director from Portland. Natalie Hemlock is an assistant to the Commissioner from our Washington, D.C., office. And Alan Phillips is from our Sacramento office, assisting us. Gary Peterson is an investigator from the Portland office.

And we published our proposed regulation on the 25th of May, with the definitions that go with those regulations, related to the classification of games and how equipment used to conduct uncompacted, Class-II games would differ from electronic facsimiles of games of chance that require a tribal/state compact.

Having said that, would you introduce yourselves to us, here, on the record, and tell us how you are affiliated with the tribe or its gaming, and then we would very much like to hear your thoughts on what we've proposed.

MR. SCOTT: For the record, my name is Randy Scott, and I am here representing the Quinault Indian Nation. I am, by title, the tribal operations director,

which means the council is above me. I deal with everything that is administrative and policy-oriented for the benefit of the council.

How I work with gaming is that I've been assigned to work on the gaming policy for the nation. I work on it both internally and externally. As you know, I've been seen in quite a number of places with you folks, and I will continue to do that in relation to Quinault Nation views on tribal-government gaming. And, of course, protecting tribal governmental gaming, as we currently know it, is very important to use.

Also in the room, we have some folks from our facility, and I'd like to ask Janie to say your name and what you do.

MS. FIGG: My name is Janie Figg, and I'm the internal controls coordinator.

MS. GILBERTSON: I'm Becky Gilbertson, compliance officer to the Quinault Beach Resort and Casino.

MS. SCOTT: I'm Jennifer Scott. I'm a tribal member, and I'm just an observer today.

MR. SCOTT: With that, the fact that your rule is out, or your proposed regulation is out -- so I've spent a bit of time looking at it, and I think I have some comment that will just be on a couple of the technical things.

And one is -- and I've stated this to the Commission in the past -- is that the consultation process is -- I think

that every time we see it, it's different, and we would like to help you figure out some ways to standardize some consultation issues.

And my viewpoint is, when you look at the number of places you're going, and/or were proposing to go, in relation to this current round of consultation, that, if you used the regional organization, that you wouldn't go any more, in terms of number of places, and you would probably reach more people. And I mean more tribal governments, and, to my way of thinking, that's what we should all be about.

I think that we're in this just like you're in this.

You're in this for our benefit, in terms of the national scene, the national scheme, national policy, and implementing national policy, and helping us deal with things that are important for protecting tribal-government gaming and managing tribal-government gaming in a sound, secure, safe manner.

And so, like I say, I think that we need to work together on this. And the fact that you've been here for two days and you've had probably, what, 23, 24 tribes come and talk—and from this neighborhood—I think is a good indicator that, if you used the regional organization in the right way, it's going to work, and we're going to get input, we're going to create a process to work together.

I mean, from my point of view, you're an independent

federal regulatory agency, and we want to help you maintain that federal regulatory independence. We think it's important for us; it's important for the industry. And by working with us on these kinds of matters, we're going to both help you and work with you, and it's going to be better for all of us in the future.

Specifically, the issues around Class II are the issue of a clear line of distinction. We've been hearing that for quite some time. From our perspective in Washington State—and I'm sure you've heard it in other areas—the fact that you can sit in front of any known Class—II machine that exists—and especially, in Washington State, we've got a number of different providers—and you can change the card, which means you're going to change what that machine is playing to for your bet, that's the clear line of distinction. You cannot do that with any Class—III device that we know.

We can't do that with any Class-III device that we've seen. You can change denominations, but you can't change exactly what that machine is betting on. The fact that you can do that with a bingo aid on the machines in which they're currently functioning, currently licensed, currently approved, most of them -- I think there's some that aren't probably good through that total process -- but there was a list that was put out by you folks. And so I think that's

important to note.

The fact that all the machines are operating under the auspices of what we would call the "courts' decisions" in relation to this issue is also, I think, a good indicator that things are working right and that is some -- there's good aspects to what currently is going on, in Indian country, with Class II.

The specific things I'd like to say is: I think any time-delay designations within the rule should be removed. I think that's, to me, a disincentive. I think the issues that are around the formula that we seek, the N plus 1, that's a disincentive. When you put your money in the machine, you know, automatically, that that first hit is a non-winner, no matter what, and I think that's a -- that's a very big disincentive, in relation to Class II and the future of Class II.

I think there should be some ability for Indian country to work with you in finding alternative methods of classification that work for Class II. It is a growth industry. It's an important aspect of the industry as we currently know tribal-government gaming.

And as I say, we're just as concerned about the future of it as you are, and we think that we should be able to bring some alternative that should be considered, and that some report should be issued, from you, in terms of response to

us submitting those types of documents.

We urge that the effective-compliance-date deadlines -that they should be changed, and the aspect of when the
deadlines are for the manufacturer's designs to be all
complete. We think they're way too short. And the
implementation period for that process is way too short.

I personally think 36 months is probably more reasonable. I'd be willing to settle for at least 18. I don't think we can get there without at least 18 months. And I don't think any manufacturer can get there without at least 18 months.

Also, I would urge that you folks hold public hearings, to issue one more draft for further public comment, and maybe public hearings in relation to this rule. That gives us more time to work. It gives us time to really present some of the alternatives that I've mentioned, and it allows us to look at the technical standards, as they're coming out or as they're available, in relation to this, because they do fit together, and it's important for us to understand how they work and function together.

And I think those are my high spots. There will be a letter.

MR. HOGEN: Okay. Well, you did an excellent job of saying a lot in a short period of time. We appreciate that.

MR. SCOTT: I have one more thing, and that is:

In Washington State, Class II is a growth -- it's our only opportunity right now. We've got a compact situation where all the machines that are available in Washington State, under the compacts, are taken. In fact, there's people chomping at the bit for more.

And so the only growth opportunity, especially places like Quinault, where we're at the ends of the earth in the minds of people from the East Coast, because we're on the Pacific Ocean -- the only opportunity we have for any kind of growth in machine gaming is Class II.

M\$. COLEMAN: Could I ask you, quickly, how many Class-II machines do you have?

MR. SCOTT: We have about--

M\$. FIGG: 35.

MR. SCOTT: --35, and if we're going to grow any more, it's there.

M\$. COLEMAN: What kind of machines are those? What kind of games?

M\$. FIGG: SDG?

MR. SCOTT: Yeah, they're all SDGs.

M\$. COLEMAN: Now, are those on3-touch, or are they two-touch, or three-touch games?

MR. SITTON: Similar to the Washington State --

MR. SCOTT: Yeah, similar to what our Class-III games are. It's a system where you have to hit the button

1 twice.

M\$. COLEMAN: About how fast do they play?

MR. SCOTT: About the same as our Class IIs.

It's: you hit, and then you hit. Once it starts spinning, you hit it, and that puts the game in motion, and they call it with -- the second is the daub, and then it will still spin a little bit and then stop.

M\$. COLEMAN: So it's, what, two or three seconds?

MR. SCOTT: Is it that long? I don't think it's

that long. But the start of the game is immediate. I mean,

there is a delay because of the way electronics work, but to

the normal eye, it starts. And then you can daub as quick

as you want after that, and then it stops fairly fast.

I will do my best to get time lines, and I will insert current time lines in our letter.

MR. HOGEN: All right. We'll look forward to that. Thank you very much for your comments.

(The Class II Consultation for July 25, 2006, concluded at 5:27 p.m.)

1	CERTIFICATE	<i>LL</i> .
2	STATE OF WASHINGTON)	
3	County of King)	
4	To the condensational Material D. 1.1.	
5	I, the undersigned Notary Public in and for the State of Washington, do hereby certify:	
6 7	That the annexed transcript of the Tuesday, July 25, 2006 Class II Consultation, was taken stenographically by me and reduced to typewriting under my direction;	
9	I further certify that I am not a relative or an employee of attorney or counsel of any of the parties to said action, or a relative or employee of any such attorney or counsel, and that I am not financially interested in the said action or outcome thereof;	
10 11 12	I further certify that the annexed Tuesday, July 25, 2006 Class II Consultation, is a full, true, and correct transcript, including all objections, motions, and exceptions of counsel mad and taken at the time of the foregoing proceedings.	de
13 14	IN WITNESS WHEREOF, I have hereunto set my hand and affixed my Official Seal this 1st day of August, 2006.	k
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16		
17		
18	Linda M. Grotefendt og	
19	Linda M. Grotefendt, CCR	-
20	Notary Public in and for the State of Washington, residing in	
21	Renton. My commission expires March 10,	
22	2008. CCR License No. 3013	
23		
24		